



E-MU

1616 1616*m*

Digital Audio System

Owner's Manual

CREATIVE
PROFESSIONAL

E-MU 1616/1616^m CardBus Digital Audio System

Owner's Manual

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1- Introduction

Welcome!

Thank you for purchasing the E-MU 1616 or E-MU 1616m CardBus Digital Audio System. Your computer is about to be transformed into a powerful audio processing workstation. We've designed this E-MU digital audio system to be logical, intuitive and above all, to provide you with pristine sound quality. These systems offer unprecedented quality and value by providing studio-class, 24-bit/192kHz multi-channel recording and playback to any CardBus equipped PC.

1616 & 1616M System Components

E-MU 1616 & 1616m
<ul style="list-style-type: none">▪ E-MU 02 CardBus Card▪ E-MU MicroDock▪ EDI (E-MU Digital Interface Cable)▪ E-MU Digital Audio System Software/Driver Installation CD-ROM▪ Production Tools Software Bundle CD-ROM▪ Quick Start Guide
Inputs & Outputs
(8) Channel ADAT Digital Optical Input (8) Channel ADAT Digital Optical Output (2) Channel S/PDIF Digital Input (2) Channel S/PDIF Digital Output (2) MIDI Inputs & Outputs <i>(allows 32 MIDI channels)</i> (4) 24-bit Balanced Line Inputs (6) 24-bit Balanced Line Outputs (2) Microphone/Line Preamp Inputs <i>(with +48V phantom power)</i> (2) Turntable Preamp Inputs <i>(with RIAA equalized preamplifier)</i> (1) Stereo Headphone Output <i>(with volume control)</i> (3) Stereo Computer Speaker Outputs <i>(with 1/8" jacks to connect powered speakers)</i>

The E-MU 02 CardBus Card

The E-MU 02 CardBus Card is the heart of both systems. Its powerful hardware DSP processor allows you to use over 16 simultaneous hardware-based effects, which place minimal load on your computer's CPU. The 02 CardBus Card has its own 24-bit stereo output and can be used without the E-MU MicroDock to drive headphones or line level inputs.

E-MU MicroDock

Both systems include the E-MU MicroDock, which is a half rack-space, audio interface. The MicroDock adds the following input and output capabilities: two mic/line inputs with pro studio-class microphone preamps, 4 balanced line level analog inputs, an RIAA stereo turntable preamp, 6 balanced line level outputs, a headphone output with front panel volume control, two sets of MIDI I/O ports, eight-channels of ADAT® optical digital input and output, as well as a S/PDIF stereo digital input and output. In addition, three stereo mini phone jacks allow easy connection to powered speaker systems. You have a total of 16 inputs and 16 outputs! High-quality, 24-bit A/D and D/A converters are used throughout.

E-MU 1616M System

The E-MU 1616m system includes the MicroDockM, and is a no compromise, mastering-grade system, which includes all the features of the 1616 system. The 1616M system is distinguished by the addition of ultra-high performance 24-bit/192kHz A/D - D/A converters which deliver an unbelievable 120dB dynamic range.

PatchMix DSP

PatchMix DSP offers unmatched flexibility in routing your audio between physical inputs/outputs, virtual (ASIO/WAVE) inputs/outputs, internal hardware effects and buses. No external mixer is needed. You can add digital effects, EQs, meters, level controls and ASIO/WAVE sends anywhere you like in the signal chain.

Because the effects and mixing are hardware-based, you can record using effects with near zero-latency. You can even record a dry signal while monitoring yourself with effects! Mixer setups can be saved and instantly recalled for specific purposes such as recording, mixdown, jamming, special effect setups or general computer use.

You'll want to keep up with the latest software and options for your E-MU digital audio system. You can find all of this, plus other helpful information, at the E-MU Website: <http://www.emu.com>.

Notes, Tips and Warnings

Items of special interest are presented in this document as notes, tips and warnings.

- ❖ **Notes** provide additional information related to the topic being discussed. Often, notes describe the interaction between the topic and some other aspect of the system.
- ⚡ **Tips** describe applications for the topic under discussion.
- ▼ **Warnings** are especially important, since they help you avoid activities that can cause damage to your files, your computer or yourself.

2 - Installation

Setting up the 1616 or 1616^m system

There are five basic steps to installing your E-MU system:

1. Install the E-MU 02 CardBus card in your computer. [Go there.](#)
2. Install the PatchMix DSP software and drivers onto your computer.
3. Connect the MicroDock to the 02 CardBus Card using the supplied EDI cable.
4. Connect audio, MIDI and synchronization cables between the E-MU system and your other gear.

Notes for Installation

- IF AT ANY TIME DURING THIS INSTALLATION YOU SEE NO RESPONSE:
Use the Alt-Tab feature to select other applications. One of them may be the Microsoft Digital Signature warning. It is possible for this warning to appear behind the installation screen.
- Make sure you have the latest Windows Service Packs from Microsoft (Windows 2000 - SP 4, Windows XP - SP 1 or higher).
- Disable onboard sound and uninstall all other sound cards. (If you wish to try using multiple sound cards in your system, do so after you have confirmed that your E-MU Digital Audio System is operating normally.)
- InstallShield “IKernel Application Error” on Windows XP: When installing this software on Windows XP, you may be confronted with a “kernel error” at the very end of installation. This is an issue with the InstallShield program, which is what we use to install software on your computer. Please do not be alarmed by this, as the error is innocuous.

To read more about this error, and obtain instructions on how to avoid getting the message, please visit this website:

<http://support.installshield.com/kb/view.asp?articleid=q108020>

- Multiple Digital Audio System sound cards are not supported.


Please read the following sections as they apply to your system as you install the E-MU 02, paying special attention to the various warnings they include.

Prior to installing the hardware, take a few moments to write down the 18-digit serial number, which is located on the back of the box and on the 02 CardBus Card. This number can help EMU Customer Service troubleshoot any problems you may encounter—by writing the number down now, you’ll avoid having to open your computer to find it later on.

Installing the CardBus Card and Software

Plug in the E-MU 02 CardBus Card

► To plug the 02 CardBus Card into your computer

1. Turn on your computer and wait for it to finish loading Windows.
2. Insert the E-MU 02 CardBus card into the CardBus slot on your PC with the  symbol up. The "E" symbol should illuminate with a dim glow. The CardBus card cannot be incorrectly inserted.
3. With CardBus card connected, continue to the software installation.

■ **Note:** Once the E-MU drivers are installed, the E-MU symbol will glow brightly whenever you insert the CardBus card.

Software Installation

Installing the E-MU 02 Drivers

After installing the E-MU 02 CardBus card, you need to install the PatchMix DSP software and E-MU 02 CardBus card drivers.

Windows 2000 or Windows XP

The software is not compatible with other versions of Windows.

1. As soon as you insert the CardBus card, Windows automatically detects it and searches for device drivers.
2. When prompted for the audio drivers, click the **Cancel** button.
3. Insert the E-MU software Installation CD into your CD-ROM drive. If Windows AutoPlay mode is enabled for your CD-ROM drive, the CD starts running automatically. If not, from your Windows desktop, click **Start->Run** and type **d:\setup.exe** (replace **d:** with the drive letter of your CD-ROM drive). You can also open the CD and double-click **Setup.exe**.
4. The installation splash screen appears. Follow the instructions on the screen to complete the installation.
5. Choose "**Continue Anyway**" when you encounter the "Windows Logo Testing" warning screen. See the note on the following page for more information.
6. When prompted, restart your computer.

■ **Serial Number -**
During the registration process, you will be asked to enter your 18-digit serial number. The serial number is located on the back of the box and on bottom of the 02 CardBus Card.

Uninstalling all Audio Drivers and Applications

At times you may need to uninstall or reinstall some or all of the applications and device drivers to correct problems, change configurations, or upgrade outdated drivers or applications. Before you begin, close all audio card applications. Applications still running during the uninstallation will not be removed.

1. Click **Start -> Settings -> Control Panel**.
2. Double-click the **Add/Remove Programs** icon.
3. Click the **Install/Uninstall** tab (or **Change or Remove Programs** button).
4. Select the E-MU driver/application entries and then click the **Add/Remove** (or **Change/Remove**) button.
5. In the InstallShield Wizard dialog box, select the **Remove** option.
6. Click the **Yes** button. Restart your computer when prompted.
7. You may now re-install existing or updated E-MU 02 CardBus card device drivers or applications.

Note About Windows Logo Testing

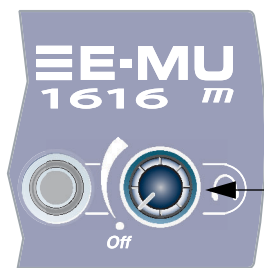
When you install the Digital Audio System drivers, you will see a dialog box that informs you that the driver has not passed Windows Logo testing.

The Digital Audio System drivers are not signed because the driver does not support some of the consumer audio features that the Microsoft driver signing program requires, most notably Digital Rights Management.

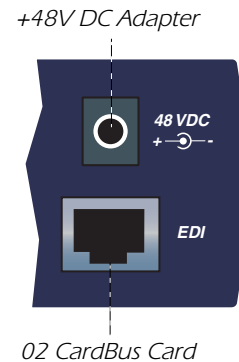
However, the Digital Audio System drivers have been rigorously tested using the same test procedures that a signed driver requires, and it passes in all important categories, including those that measure the relative stability of the driver. So, it is perfectly safe to install these drivers on your computer.

Connecting the MicroDock

1. Connect the supplied EDI cable between the 02 CardBus Card and the MicroDock.
2. Connect the supplied +48 volt DC adapter to the +48VDC jack on the rear of the Microdock. See the diagram at right.
3. Connect your audio inputs and outputs to the MicroDock as shown on [page 18](#).
4. Turn the MicroDock on by turning the Headphone Volume control.



The Headphone
Volume Control is
the Power Switch.



Connector Types

These connector types are used to connect the E-MU MicroDock hardware components. They will be referred to by the name shown in the first column of the following chart:

Name	Description	Connects
EDI	CAT5 Connector	02 CardBus card and MicroDock
S/PDIF In	RCA Connector	S/PDIF digital audio devices
S/PDIF Out	RCA Connector	S/PDIF digital audio devices
ADAT Optical In	TOSLINK Optical Connector	ADAT digital audio devices (or S/PDIF)
ADAT Optical Out	TOSLINK Optical Connector	ADAT digital audio devices (or S/PDIF)
Mic/Line Inputs	XLR Jacks or 1/4" jacks (balanced or unbalanced)	XLR: connect to microphone 1/4": instrument inputs or line inputs
Line In/Out	1/4" connectors	Connect to balanced or unbalanced inputs and outputs.

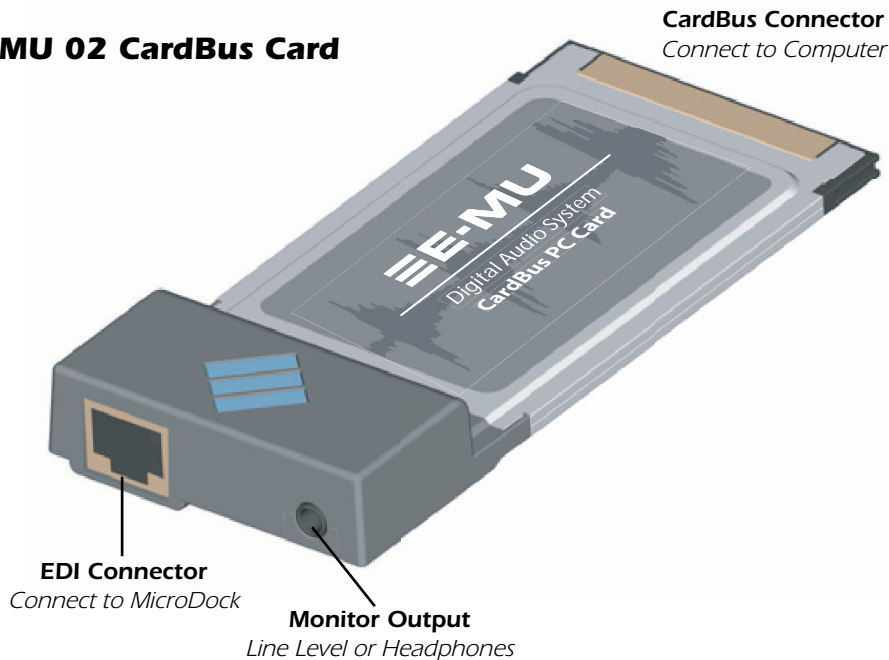
▼ **Warning:** The E-MU 02 CardBus card has been designed to use readily available and inexpensive standard computer system cables. This makes it easy for you to find replacement cables if your original cable becomes damaged or lost. However, because these standard cables types are used for other purposes, you must use caution to avoid connecting the cables incorrectly. DO NOT connect the supplied EDI cable to the Ethernet or network connector on your computer. Doing so may result in permanent damage to either your computer, the E-MU 02 CardBus card, or the MicroDock.

3 - CardBus Card & MicroDock

The E-MU 02 CardBus Card

The E-MU 02 CardBus card is the heart of the system and contains E-MU's powerful E-DSP chip. The powerful hardware DSP on this little card leaves more CPU power free on your computer for additional software plug-ins and other tasks.

E-MU 02 CardBus Card




Connections

CardBus Connector

Connects the E-MU 02 CardBus card to your computer.

Removing the CardBus Card

Before removing the CardBus card, you need to select "Safely Remove Hardware" from the Taskbar. Otherwise ASIO channels will remain allocated to the Digital Audio System and your other audio applications may develop problems or hang.

1. From the Taskbar, select the  icon. The "Safely Remove Hardware" pop-up window appears.
2. Choose **OK**, then press the Eject button on the CardBus slot to eject the card.

EDI Connector

Connects to the MicroDock using the supplied EDI cable. This cable provides a a two-way data link between the E-MU 02 and the MicroDock.

Monitor Output

This output is designed to drive stereo headphones or any line-level input. Adjust the monitor output level in the PatchMix DSP application to control the volume of this output.

The MicroDock

The MicroDock connects to the E-MU 02 CardBus card via the EDI cable.

The MicroDock provides (4) balanced analog inputs, (2) microphone preamp inputs, (6) balanced line-level analog outputs, (3) stereo 1/8" outputs for connecting powered computer speakers, (2) MIDI inputs, (2) MIDI outputs, a stereo headphone output, and a RIAA equalized turntable preamp section which is "normalled" into line input 2L and 2R, 8 channels of ADAT digital input/output, and stereo S/PDIF digital input/output.



❖ The MicroDock is completely "hot pluggable"—It's OK to plug or unplug the MicroDock while the computer is turned on.

▼ It's a good idea to mute MicroDock inputs 2 in the PatchMix DSP mixer when nothing is plugged in, since the turntable preamp has a very high gain (60dB) and could contribute extra noise to your mix/monitor bus.

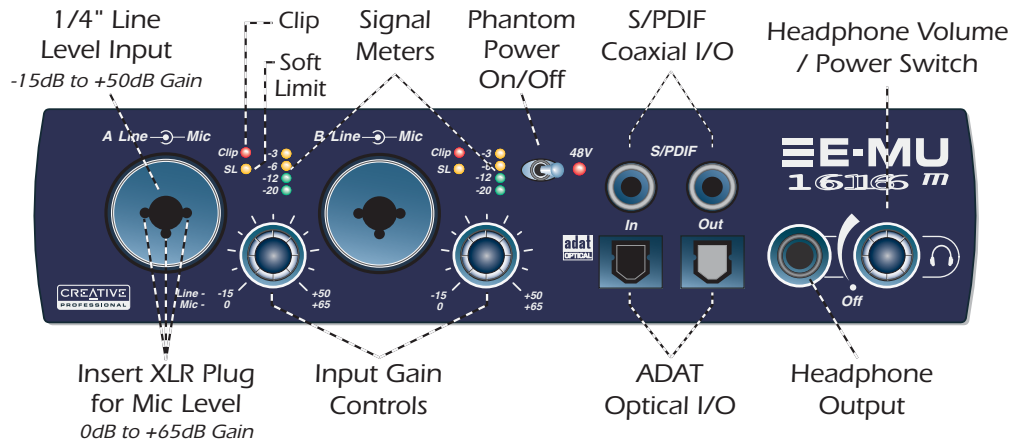
The inputs are configured as follows:

(2)	mono microphone/line inputs (2 inputs)
(2)	stereo pairs of line level inputs (4 inputs)
(1)	stereo pair of S/PDIF/AES digital inputs (2 inputs)
(4)	stereo pairs of ADAT channels on the ADAT optical input (8 inputs)
(1)	RIAA equalized turntable preamp input allows you to connect a turntable without using an expensive external preamp. <i>Note: These inputs are automatically disconnected when plugs are inserted into inputs 2L & 2R.</i>
(2)	MIDI input ports using the supplied breakout cable

The outputs are configured as:

(3)	stereo pairs of line level outputs
(1)	stereo pair driving a stereo headphone jack <i>(Share the same routing as Line Outs 1L/1R)</i>
(1)	stereo pair of S/PDIF/AES digital outputs
(4)	stereo pairs of ADAT channels on the ADAT optical output
(3)	stereo 1/8" computer speaker outputs. These outputs carry the same signals as the 3 stereo line level outputs and are provided as a convenience for connecting computer or powered speaker systems.
(2)	MIDI output ports using the supplied breakout cable

Front Panel Connections



Preamp Section

The front panel mono Mic/Line inputs A & B can be used as balanced microphone inputs, hi-Z guitar pickup inputs, or line level inputs. The Neutrik combination jack accepts microphones using a standard XLR connector or line level/hi-Z inputs (such as an electric guitar) using a standard 1/4 inch TRS/TS connector.

Each preamp has a level control which sets the preamp gain from 0dB to +65dB for the XLR input and from -15dB to +50dB for the Hi-Z line input. The line markings around the knobs are calibrated in 10dB increments. The heavy hash marks on the gain controls indicate unity analog gain to the converter inputs (~5dBV input = 0dBFS output).

A phantom power switch enables +48 volt phantom power supplied to both microphones. A red LED illuminates to indicate phantom power is enabled. The audio mutes for a second when phantom power is turned on. After turning phantom power off, wait two full minutes before recording to allow the DC bias to drain. [See Phantom Power](#) for additional information.

Each microphone input has its own input level meters and clipping indicators. The LED meters indicate signal presence. Adjust the input gain so that the yellow LEDs are illuminated. The red Clip LED indicates that the gain is set too high and the signal is clipping the input. These LEDs monitor the signal directly at the analog-to-digital converters and before any processing by the rest of the system. When setting the levels for signals being sent into the MicroDock, the red clip indicator should never flash.

S/PDIF Digital Audio Input & Output

RCA phono jacks are standard connectors used for coaxial S/PDIF (Sony/Philips Digital InterFace) connections. Each jack carries two channels of digital audio. The MicroDock sends or receives digital audio data at 44.1k, 48k, 88.2k, 96k, 176.4k or 192k sample rates. Data is always transmitted at 24-bits, but lower word widths can be read. The word clock contained in the input data stream can be used as a word clock source. [See System Settings](#).

S/PDIF digital I/O can be used for the reception and/ or transmission of digital data from external digital devices such as a DAT external analog-to-digital converter or an external signal processor equipped with digital inputs and outputs.

The S/PDIF out can be configured in either Professional or Consumer mode in the Session Settings menu. The MicroDock can also send and receive AES/EBU digital audio through the use of a cable adapter. [See Cables - balanced or unbalanced?](#) for details.

▼ Phantom Power

Caution: Some microphones (notably ribbon types) cannot tolerate phantom power and may be damaged. Check the specifications and requirements of your microphone before using phantom power.

ADAT Optical Digital Input & Output

The ADAT optical connectors transmit and receive 8 channels of 24-bit audio using the ADAT type 1 & 2 formats. The word clock contained in the input data stream can be used as a word clock source. [See System Settings](#). Optical connections have certain advantages such as immunity to electrical interference and ground loops. Make sure to use high quality glass fiber light pipes for connections longer than 1.5 meters.

At the 88.2k, 96k, 176.4k or 192k sample rates, the industry standard S/MUX interleaving scheme is used for ADAT input and output. S/MUX uses additional ADAT channels to gain additional bandwidth on the existing interface. See the chart below or go [here](#) for additional information.

Sample Rate	Number of Audio Channels
44kHz/48kHz	8 channels of 24-bit audio
88kHz or 96kHz	4 channels of 24-bit audio, using S/MUX standard interleaving
176kHz or 192kHz	2 channels of 24-bit audio, using S/MUX standard interleaving

The ADAT inputs and outputs can be configured in the System Settings [\(page 25\)](#) to send and receive S./PDIF optical data at 44.1k , 48k, 88.2k, or 96k sample rates.

S/PDIF Optical is not supported at 176.4k or 196k due to the bandwidth limitations of the optical components.

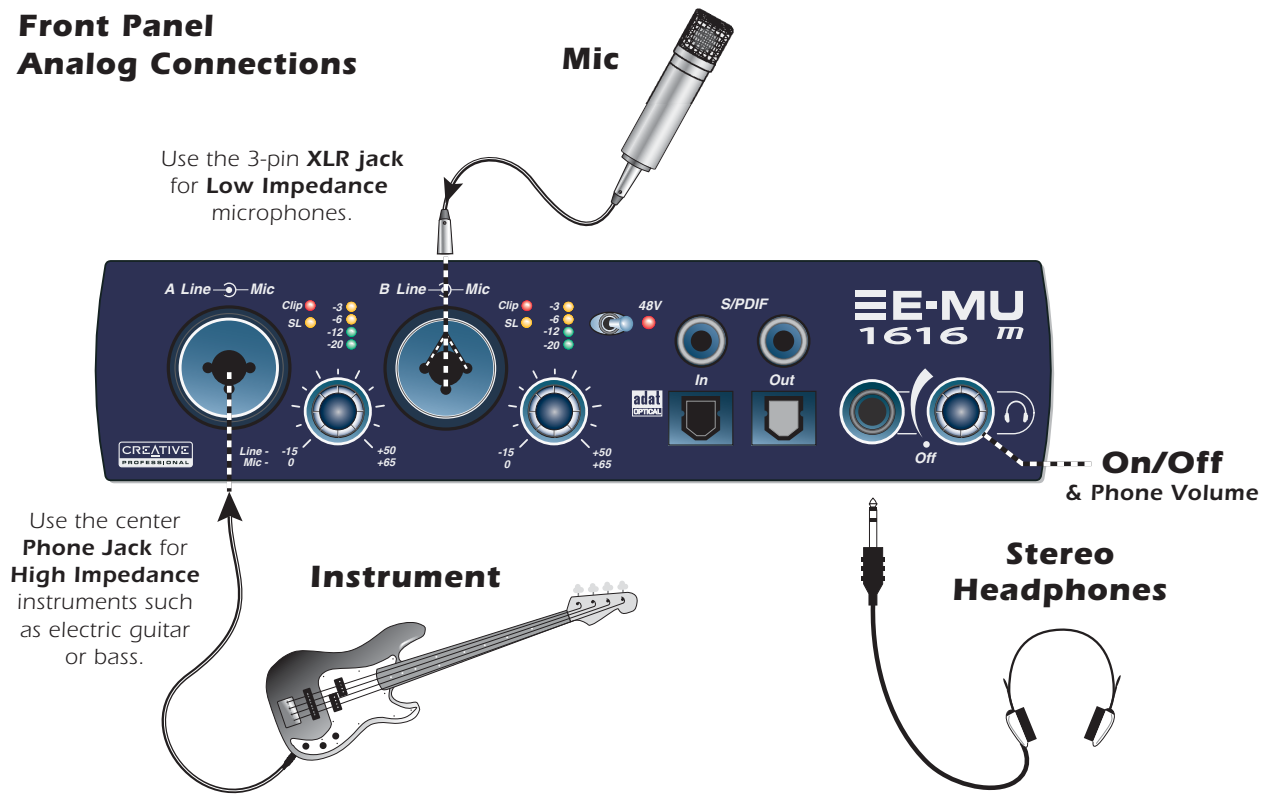
Note: PatchMix DSP does not support AC3 passthrough at this time.

Headphone Output & Volume Control

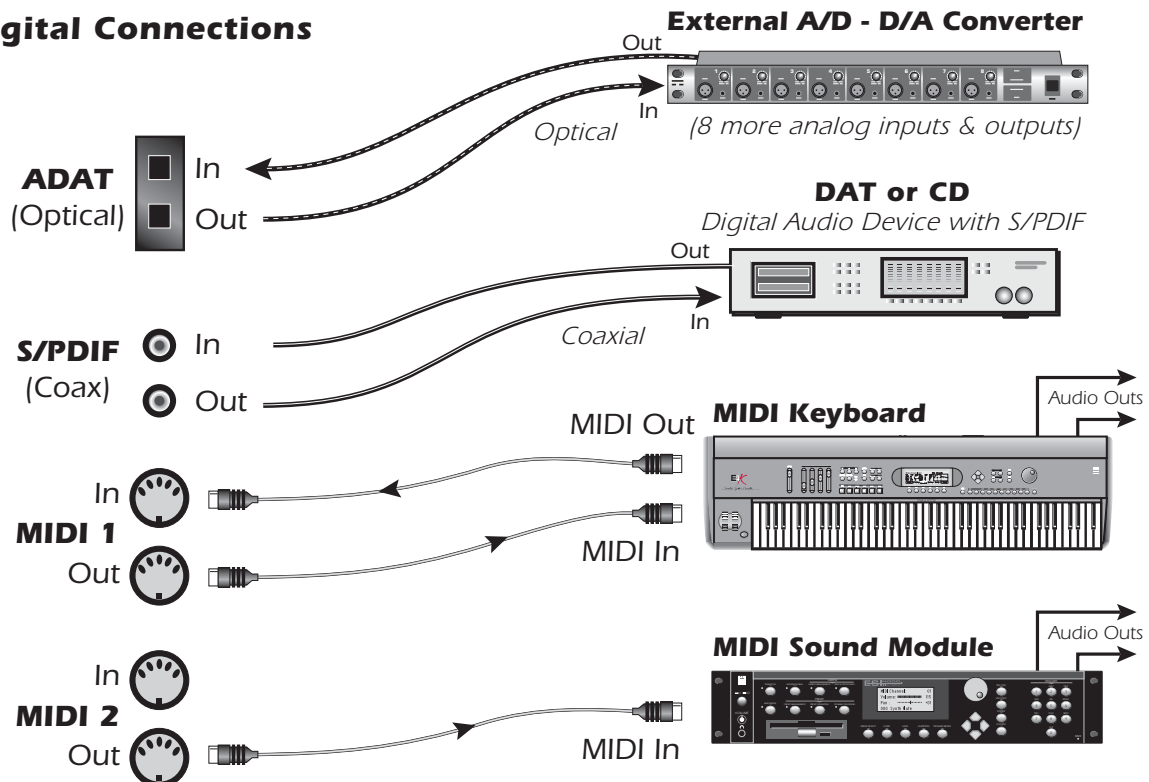
The headphone output drives standard stereo headphones and the adjacent volume control sets the listening level. The headphone amplifier can drive headphones with impedance as low as 24 ohms. The headphone output uses a high-current version of the high-quality output amplifiers used on the other channels. For this reason it has a very clean signal that can be used as another stereo output if you need it.

▼ **Important:** When using any type of digital I/O such as S/PDIF or ADAT, you MUST sample sync the two devices or clicks and pops in the audio will result.

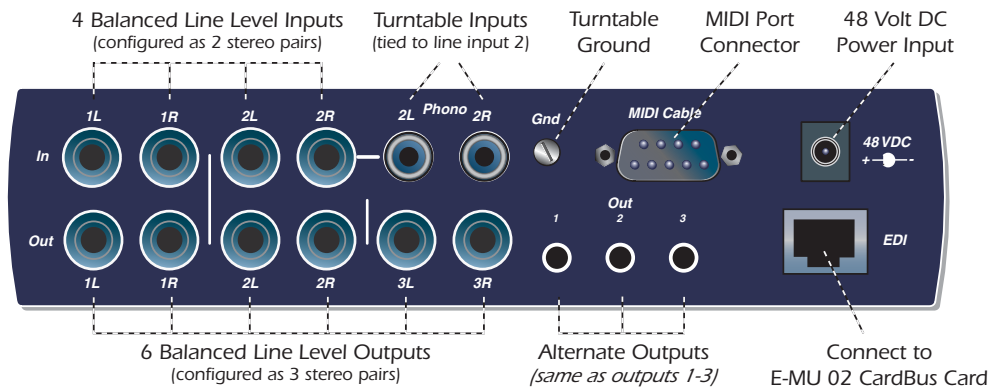
Front Panel Analog Connections



Digital Connections



Rear Panel Connections



Line Level Analog Inputs

4 balanced 24-bit, line-level, analog inputs are provided (1-2). These can be used to input any line level signal from keyboards, CD-players, cassette decks, etc. The analog inputs are assigned to mixer strips in the mixer application. The line level inputs can be set to accommodate the consumer -10dBV standard, or the pro audio +4 dBu standard in the I/O screen of the Session Settings dialog box. [See I/O Settings](#).

The maximum input level is 18dBV (=20.2dBu).

Either TRS balanced or TS unbalanced cables can be used. See [page 85](#) for additional information about unbalanced cables and connectors. The line-level inputs are all servo-balanced, enabling them to convert unbalanced signals to balanced signals internally to reduce noise.

Turntable Inputs & Ground Lug

The RCA turntable inputs feed an RIAA equalized preamp designed for moving magnet type phono cartridges with 60 dB of gain. Connect the ground lead from your turntable to the ground lug to prevent hum.

The turntable inputs share line level inputs 2L and 2R. Inserting a plug into Line Input 3 disconnects the turntable preamp from that channel. Do NOT leave your turntable connected when using inputs 2L and 2R, since this can cause a ground loop.

Important: Do NOT plug in line level signals to the turntable inputs. The turntable inputs are designed to accept the extremely low-level signal from a phonograph cartridge. Use RCA to 1/4" adapters to connect line level signals to the line level analog inputs.

Line Level Analog Outputs

Six balanced 24-bit, line-level, analog outputs are provided (1-3). Output pair 1 is designated as the Monitor Output and is fed by the monitor bus of the PatchMix DSP mixer application. We suggest that you plug your speakers in here. Special anti-pop circuitry mutes the analog outputs when power is turned on or off.

Like the analog line inputs, either TRS balanced or TS unbalanced cables can be used. Balanced cables provide better noise immunity and +6dB higher signal level. The output line level can be set to accommodate the consumer -10dBV standard, or the pro audio +4 dBu standard in the I/O screen of the Session Settings dialog box. [See I/O Settings](#).

The maximum input and output line levels are matched when the input and output settings are set to the same mode (pro or consumer) in the I/O preferences screen.

▼ It's also a good idea to mute the Dock In strip 2L/2R in the PatchMix DSP mixer when nothing is plugged in, since the turntable preamp has a very high gain (60dB) and could contribute extra noise to your mix/monitor bus.

▼ **Balanced Cables:** You should ONLY use balanced (TRS) cables if BOTH pieces of equipment use balanced connections. Connecting balanced cables between balanced outputs and unbalanced inputs can actually increase noise and introduce hum.

Computer Speaker Analog Outputs

These stereo mini-phone (3.5mm) jacks duplicate line level outputs 1-3 with a lower output level to accommodate consumer speakers. These line level outputs are designed to interface easily with powered speakers.

Computer Speaker Output	Duplicates Line Level Output
1 L/R	Tip = 1L Ring = 1R
2 L/R	Tip = 2L Ring = 2R
3 L/R	Tip = 3L Ring = 3R

MIDI 1 & 2 In/Outs

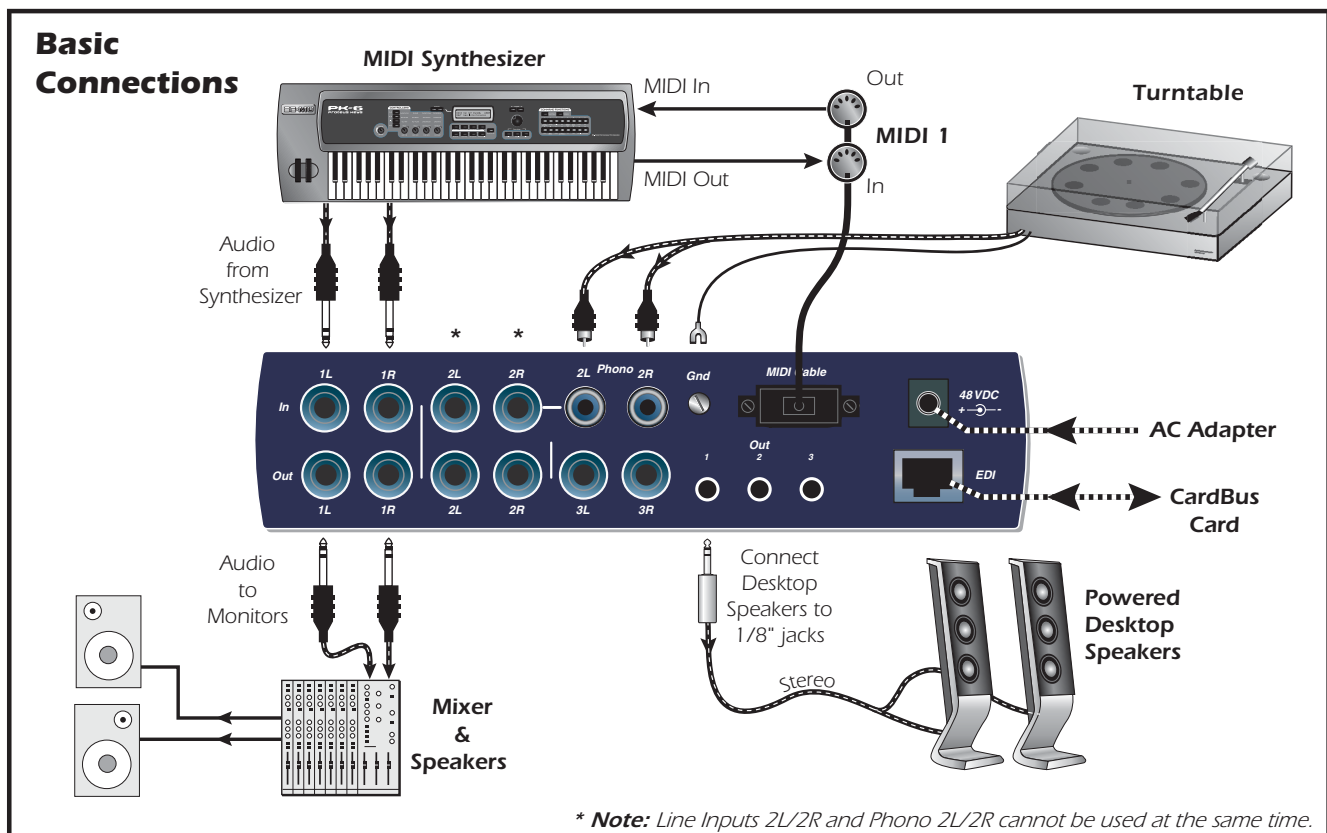
MIDI input and output ports allow you to interface any type of MIDI equipment such as keyboards, effect units, drum or guitar controllers (anything with MIDI). The MIDI drivers were installed when you installed your PatchMix DSP software and the MIDI ports will appear in your system control panel under "Sounds and Audio Devices".

There are two completely independent set of MIDI input and output ports on the MicroDock, which can be assigned in your specific MIDI applications.

Connect the MIDI breakout cable to the D-connector on the MicroDock. Connect MIDI Out to the MIDI In port of your synthesizer and MIDI Out of your synth to MIDI In of the MicroDock MIDI cable.

EDI Connector (Card)

Connects to the MicroDock to the E-MU 02 CardBus card using a CAT5-type computer cable. The cable supplied with the MicroDock is specially shielded to prevent unwanted RF emissions.




4 - The PatchMix DSP Mixer

PatchMix DSP

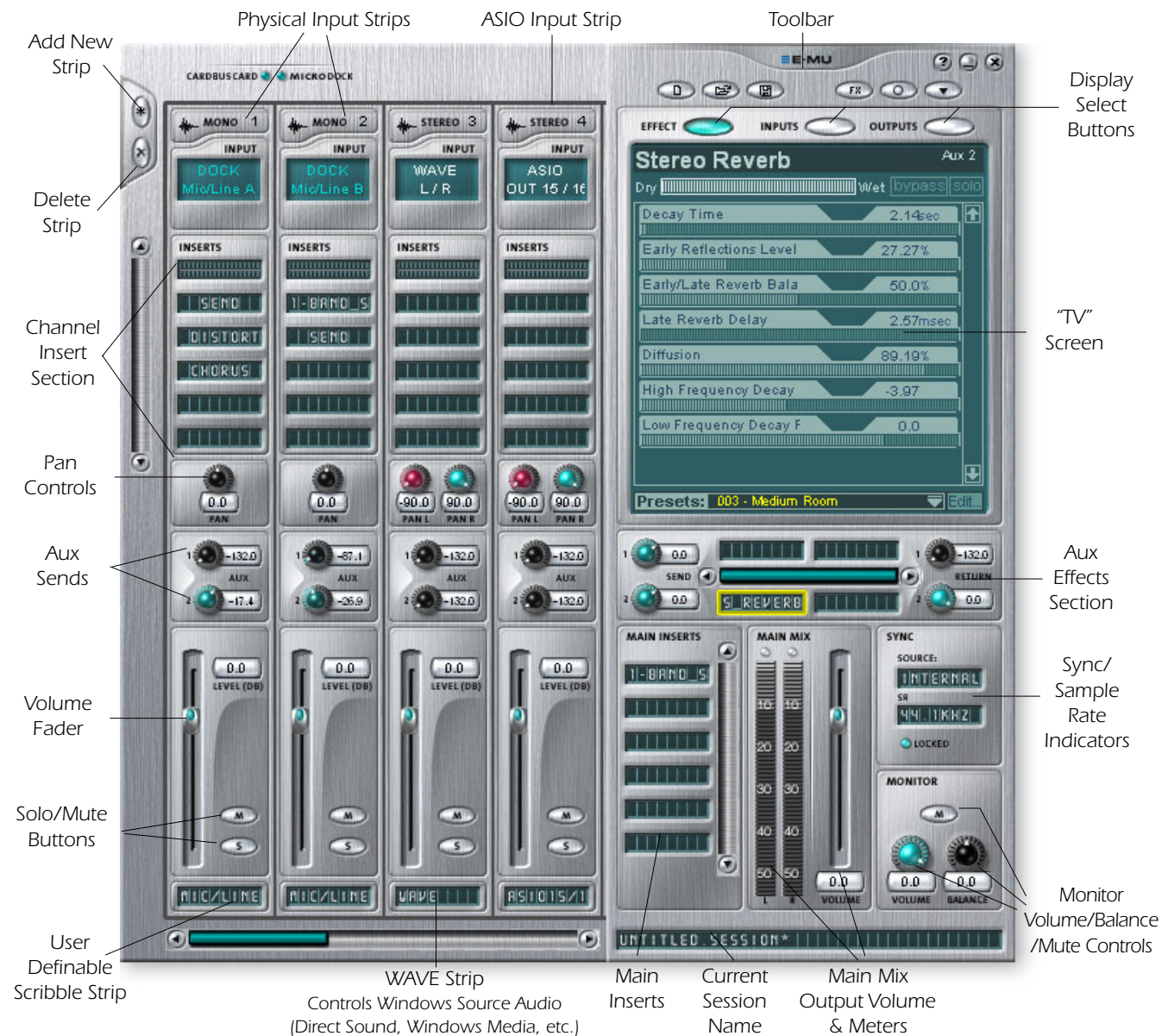
The PatchMix DSP Mixer is a virtual console which performs all of the functions of a typical hardware mixer and a multi-point patch bay. With PatchMix, you may not even need a hardware mixer. PatchMix DSP performs many audio operations such as ASIO/ WAVE routing, volume control, stereo panning, equalization, effect processing, effect send/return routing, main mix and monitor control and allows you to store and recall these "Sessions" at will.

► To Invoke the PatchMix DSP Mixer

1. Left-click once on the E-MU icon  on the Windows System Tray. The PatchMix DSP mixer window appears.

❖ Click on the buttons and knobs in the mixer screen below to jump to the description of the control.

Overview of the Mixer

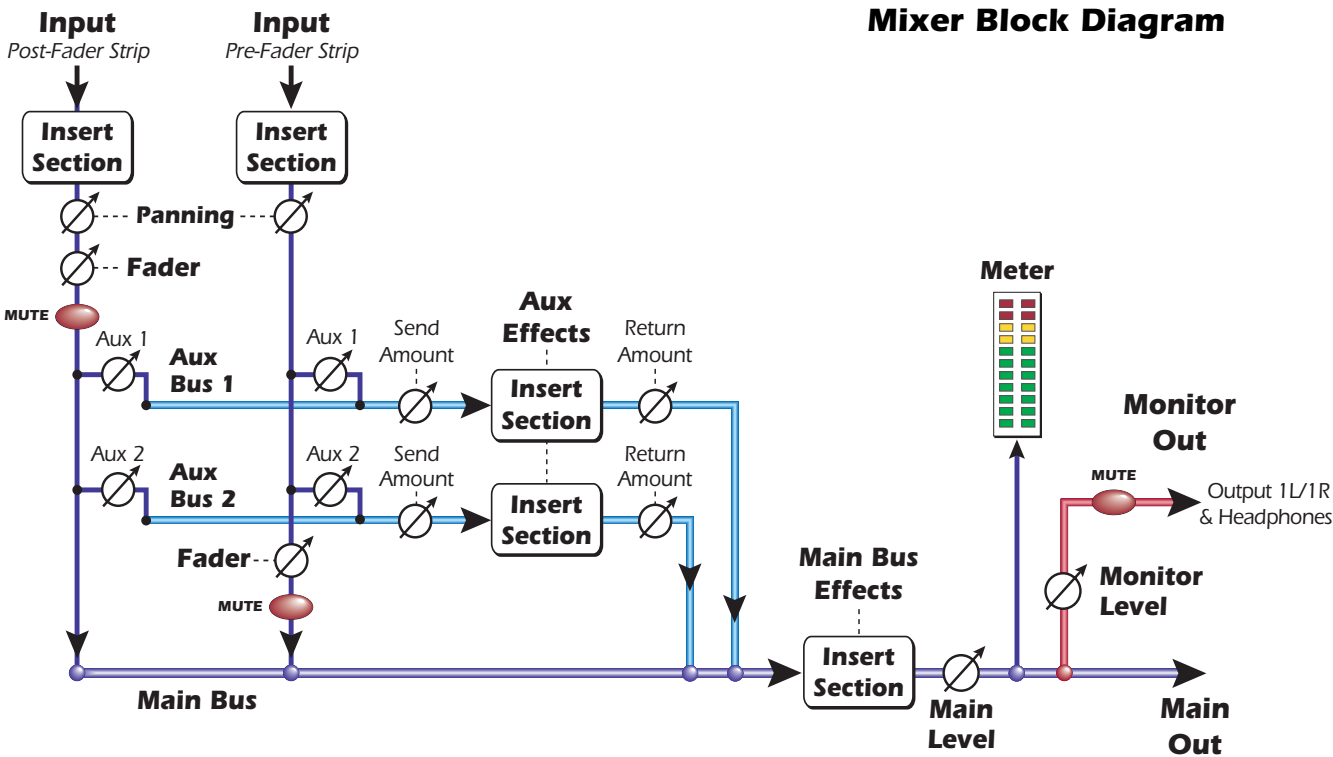


Mixer Window

The Mixer consists of four main sections.

Application Toolbar	Lets you manage sessions and show/hide the various views.
Main Section	Controls all the main levels, aux buses, and their inserts. This section also has a “TV” which shows parameters for the currently selected effect and the input/output patching. It also shows the session’s current sample rate and whether it’s set to internal or external clock.
Mixer Strips	This section is located to the left of the Main Section and shows all the currently instantiated mixer strips. Mixer strips can represent Physical analog/digital inputs, or Host inputs such as ASIO or Direct Sound. Mixer strips can be added or deleted as necessary. This section can be resized by dragging the left edge of the frame.
Effects Palette	This popup window is invoked by pressing the FX button in the toolbar. Iconic representations of all effects presets are shown here, organized by category. From this window, you can drag and drop effect presets into the insert slots available on the mixer strips and main section aux buses and main inserts.

A simplified diagram of the mixer is shown below.

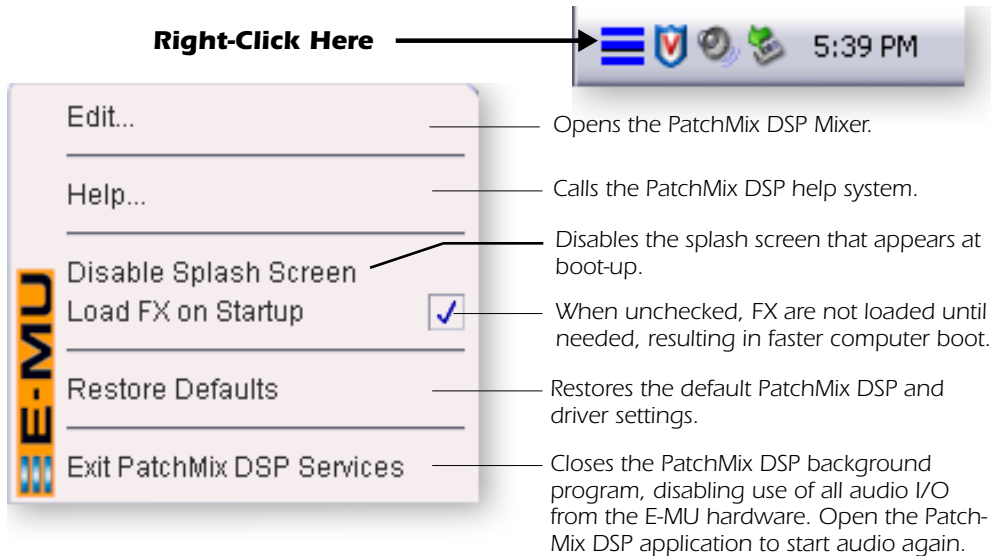


Pre Fader or Post Fader

When creating a new Mixer Strip, you have the option for the Aux Sends to be placed **Post Fader** (both Aux Sends come after the channel fader) or **Pre Fader** (both Aux Sends come before the channel fader). The Pre-fader option allows you to use either Aux Send as another mix bus, which is unaffected by the channel fader. [More Information.](#)

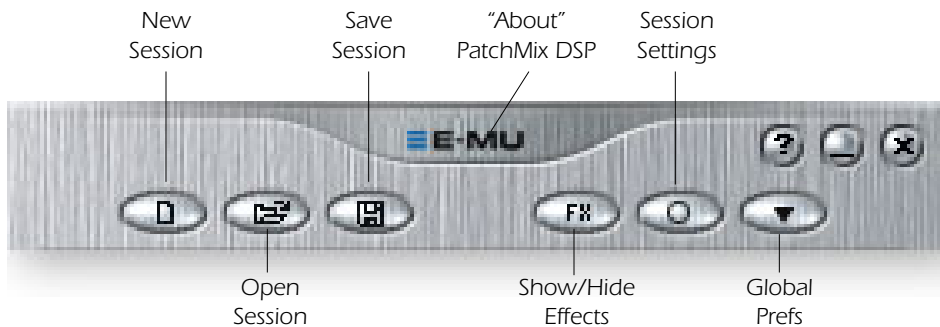
E-MU Icon in the Windows Taskbar

Right-clicking on the E-MU icon in the Windows taskbar calls the following window.



❖ **Restore Defaults:**
Always try this option first if PatchMix is crashing or if you are having any other strange audio problems.

The Toolbar



❖ Click the buttons in the toolbar to learn about their function.

New Session	Calls up the “New Session” dialog box. New Session .
Open Session	Calls up the standard “Open” dialog box, allowing you to open a saved Session.
Save Session	Calls up the standard “Save” or “Save As...” dialog boxes, allowing you to save the current Session.
Show/Hide Effects	Toggle button that shows or hides the FX palette.
Session Settings	Calls up the Sessions Settings window. Session Settings .
Global Preferences	Calls up the Global Preferences window.
About PatchMix DSP	Right-Click on the E-MU logo to view the “About PatchMix DSP” screen, which provides the software and firmware version numbers and other information.

The Session

The current state of the PatchMix DSP mixer (fader settings, effects routings...everything!) can be saved as a Session. Whenever you create or modify a mixer setup, all you have to do is **Save** it to be able to recall it at a later time.

Before you begin using PatchMix DSP, you need to set it up to be compatible with the other software applications you may be running. The most important consideration is your system sample rate. PatchMix DSP and any applications or other digital gear you are using must be set to the same sample rate. PatchMix DSP can run at 44.1kHz, 48kHz, 88kHz, 96kHz, 176.4 kHz or 192kHz, but its complete set of features are only available at 44.1kHz or 48kHz. See [Chapter 6 - Using High Sample Rates](#) for details.

Once the sample rate is set, you can only easily switch between 44.1k and 48k. You cannot switch between 44/48k and 88k/96k/176k/192k. **With a change to these high sample rates, you must start a new session.**

You can also set up an external sync source, thereby obtaining the sample rate from some other device or application. External sync can be obtained from the ADAT input or S/PDIF input. If the session is set at 44.1kHz or 48kHz and the external source is coming in at a higher rate (such as 96k), the Sync Indicator will be extinguished (off), but PatchMix will attempt to receive the external data. The two units are NOT sample locked however, and you should correct this condition to avoid intermittent clicks in the audio. **Always check for the presence of the LOCKED indicator whenever you are using a digital interface.**

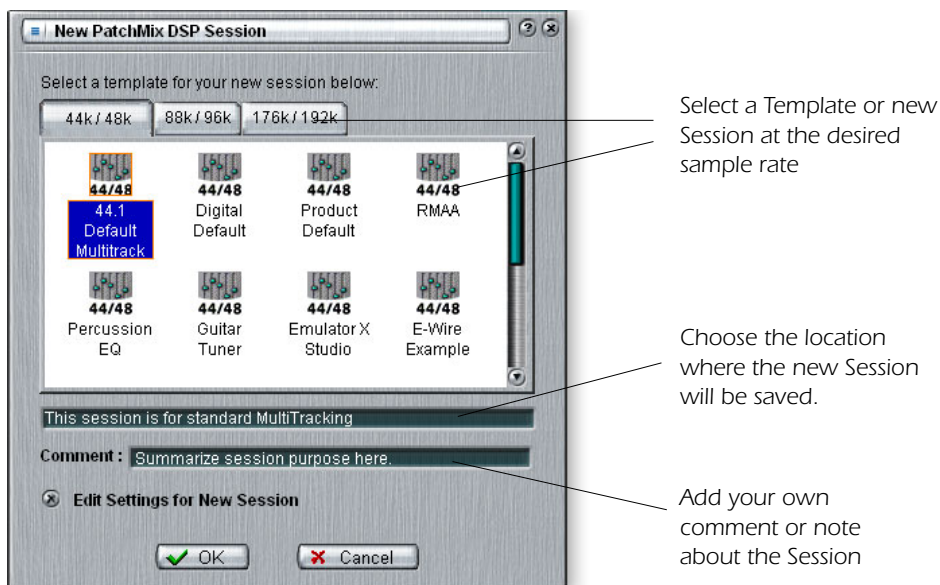
PatchMix DSP comes with several session templates to choose from so when you create a new session you can either create a “blank” session based around a designated sample rate, or select from a list of template starting points.

In a PatchMix DSP session the number of strips in the mixer is dynamically configurable. This allows you to create only those strips you need up to a maximum number determined by available DSP resources and available inputs.

▼ **Important:** When using any form of digital input, you **MUST** synchronize the Digital Audio System to the external digital device (S/PDIF/ADAT).

New Session

You create a new session by clicking the “New Session” button in the PatchMix DSP main Toolbar. The following dialog box appears.



You can now select one of the factory template sessions. The factory templates are pre-programmed with specific setups such as audio recording or mixing. The selector tabs categorize Template Sessions into three groups based on sample rate, 44.1k/48k, 88k/96k, or 176k/192k.

You can create your own templates by simply copying or saving sessions into the "Session Templates" folder (Program Files\Creative Professional\E-MU PatchMix DSP\Session Templates). The system model number in parenthesis (1616) must precede the template name in order to be recognized as a template.

There is also a Comment area that you can use to give yourself some clue as to what you were thinking when you created the session.

Selecting a Session at 176.4kHz or 192kHz

When operating at 176.4k or 192k sample rates, the number of I/O channels are slightly reduced. At these high sample rates you must select one of three types of sessions each containing a different I/O configuration. Please see [page 81](#) for details.

Open Session

To Open a saved session, click on the Open Session button. A dialog box appears allowing you to choose one of your saved Sessions to open. Choose one of your saved sessions and click on the Open button.

Save Session

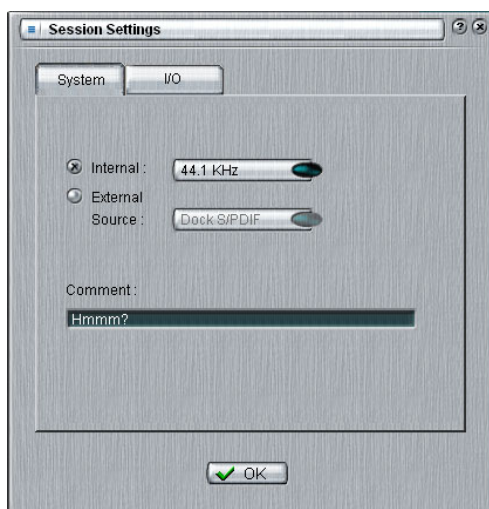
To Save a session, click on the Save Session button. A Save dialog box appears allowing you to choose a location in which to save the current Session. The "My Sessions" folder is chosen by default.

Get in the habit of saving the session whenever you have created a special mixer setup. This will make you life much easier as you can recall a setup for many different audio modes such as: recording, mixing, special ASIO routings, etc.

Session Settings

System Settings

Pressing the Session Settings button on the toolbar brings up the System Settings window shown below. Click the tabs to select System or I/O options.



The System Settings include the following:

▪ Internal/External Clock	Selects between internal or external word clock source as the master clock source for the system
▪ Sample Rate	Selects the sample rate when using internal clock. Your choices are: 44.1kHz, 48kHz, 88.2kHz, 96kHz, 176.4kHz, 192kHz.
▪ External Clock Source (ext. clock only)	Select from: ADAT , or S/PDIF as an external sample clock source.

■ **Note:** if set to “External” without an external clock present, PatchMix DSP defaults to the internal 48kHz clock rate.

Using External Clock

Whenever you are using any digital I/O such as ADAT or S/PDIF, one of the digital devices **MUST** supply the master clock to the others. This master clock runs at the system sample rate and can be **embedded into a data stream such as S/PDIF or ADAT**. Common symptoms of unsynced digital audio include, random clicks or pops in the audio or failure of the digital stream to be recognized. **Always check for the presence of the “LOCKED” indicator whenever you are using a digital interface.**

If an External Clock is interrupted or switched after the Session has been created (except between 44.1k <-> 48k), the “LOCKED” indicator will be extinguished and PatchMix will attempt to receive the external data. The two units are **NOT** sample locked however, and you should correct this condition to avoid intermittent clicks in the audio.

I/O Settings

You can set the level (-10dBV or +4 dBu) for each pair of analog outputs and the input gain setting for each pair of analog inputs.

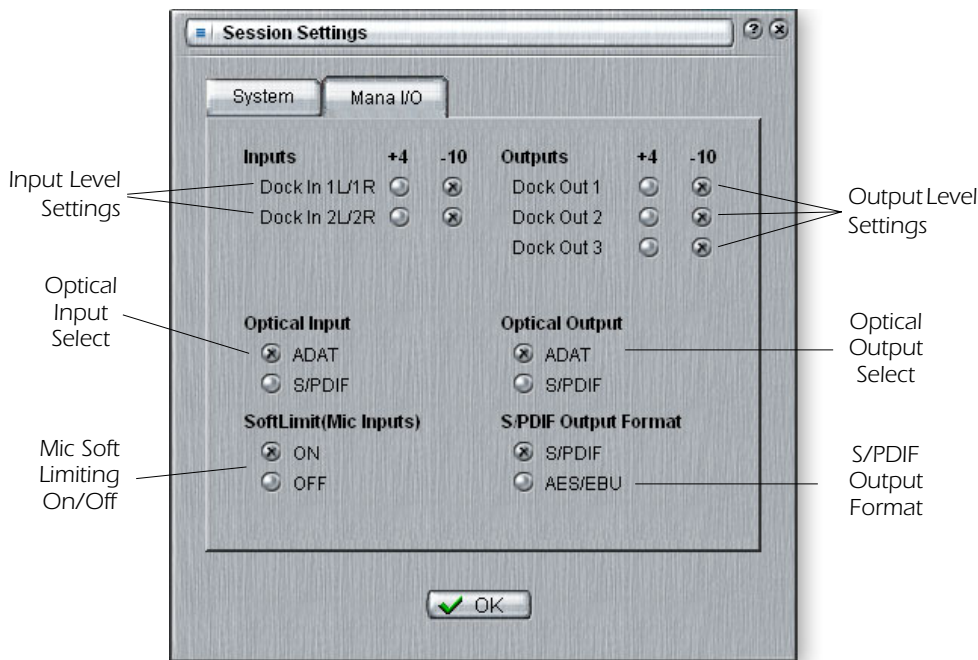
An output setting of +4 provides the most output and is compatible with professional audio gear. Balanced output cables provide a +6dB hotter signal than unbalanced cables when used with balanced inputs. **Do NOT use balanced cables unless your other gear has balanced inputs.** See [“Cables - balanced or unbalanced?”](#) in the Appendix for more information.

Comparison of -10dBV & +4dBu Signal Levels

Consumer (unbalanced)		Professional (balanced)	
Clipping -> Headroom	+ 6 dBV	=	+20 dBu
	+ 2 dBV	=	+8 dBu
	-10 dBV	=	+4 dBu
		=	-8 dBu
0 dBV = 1V RMS		0dBu = .777V RMS	

An input setting of -10 is compatible with consumer audio gear and works best with low level signals. (-10dBV is approximately 12dB lower than +4dBu.) Choose the setting that allows you to send or receive a full scale signal without clipping.

Setting correct input and output levels is important! You can measure the level of an input by inserting a meter into the first effect location in the strip. Adjust your external equipment outputs for the optimum signal level. See [“To Set the Input Levels of a Strip”](#) for details.



❖ **Input too weak?**

Use -10 Input setting.

Output too weak?

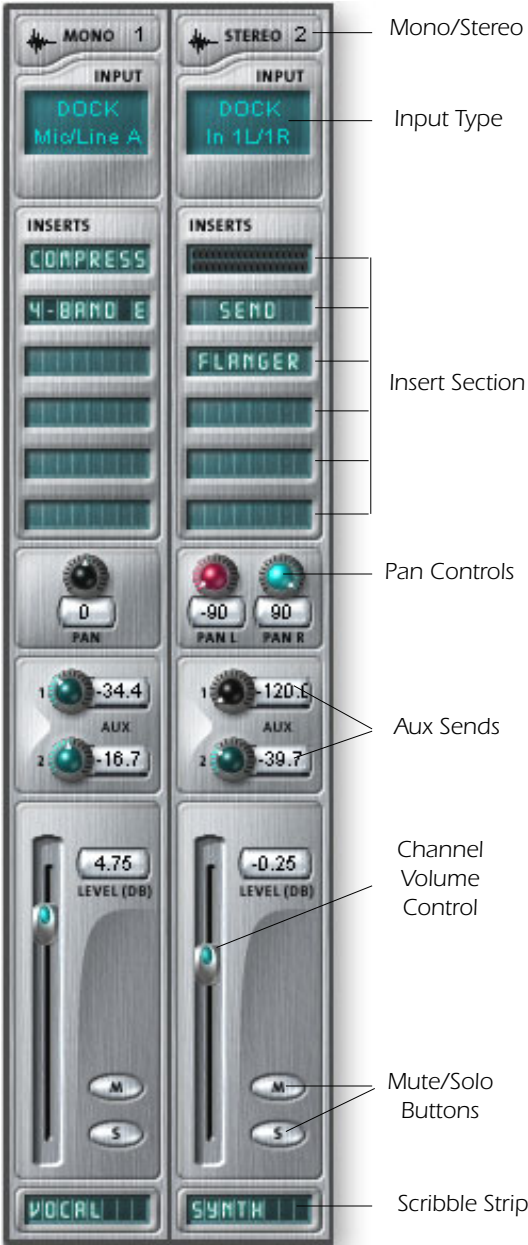
Use +4 Output setting

▪ Inputs +4 or -10	Selects between Consumer level (-10dBV) or Professional level (+4dBu) inputs. (Use the -10dBV setting if your input is too weak.)
▪ Outputs +4 or -10	Selects between Consumer level (-10dBV) or Professional level (+4dBu) outputs. (The +4 dBu setting outputs a hotter level.)
▪ Optical Input Select	Selects between ADAT or optical S/PDIF for the MicroDock ADAT Input. The coaxial S/PDIF input is disabled when S/PDIF optical is selected.
▪ Microphone Input Soft Limiting	The Mic/Hi-Z inputs have built-in “soft limiters” which automatically turn down the gain when the signal is about to clip. The soft limiters allow you to record a hotter signal without fear of clipping. This control turns the soft limiters On or Off. See page 35 for additional information about the soft limiters.
▪ Optical Output Select	Selects between ADAT or optical S/PDIF for the MicroDock ADAT Output. The coaxial S/PDIF Output is disabled when S/PDIF optical is selected.
▪ S/PDIF Output Format	Selects between S/PDIF or AES/EBU format for S/PDIF. This sets the S/PDIF-AES status bit, but does not affect the signal level.

Input Mixer Strips

PatchMix DSP Input Mixer Strips are stereo except for the MicroDock Mic/Line inputs. Each input mixer strip can be divided into four basic sections.

▪ Insert Section	Effects, EQ, External/Host Sends & Returns can be inserted into the signal path.
▪ Pan Controls	These controls position the signal in the stereo sound field.
▪ Aux Sends	Used to send the signal to sidechain effects or to create separate mixes.
▪ Volume Control	Controls the output level of the channel.



This screen shows a mono strip on the left and a stereo strip on the right.

Input Type

The very top of the strip is labeled mono or stereo and displays the type of the assigned input. Input mixer strips can be added as desired and can be configured to input the following:

- **Physical input** = Hardware (Analog/SPDIF/ADAT).
- **Host Input** = Software (Direct Sound, WAV, ASIO source)

❖ The **Input Type** will turn RED if the input is not available. (The MicroDock may be disconnected.)

❖ **Physical** input strips are shown with BLUE text.

❖ **Host** input strips are shown with WHITE text.

Inserts

You can drag and drop effects from the Effects Palette or Right-click to insert a Physical or ASIO Send or Send/Return A Peak Meter, Trim Control or Test Signal can also be inserted by Right-clicking.

Pan Controls

These controls allow to you position the channel in the stereo sound field. Dual controls on stereo strips allow you to position each side independently.

Aux Sends

These controls send the signal to sidechain effect processors such as reverb and delay. They can also be used to create separate mixes for the artist or for recording.

Volume Control

Controls the output level of the strip into the main/monitor mix bus.

Mute/Solo Buttons

These convenient buttons allow you to solo or mute selected channels.

Scribble Strips

Click inside the scribble strip and type a name of up to eight characters.

Mixer Strip Creation

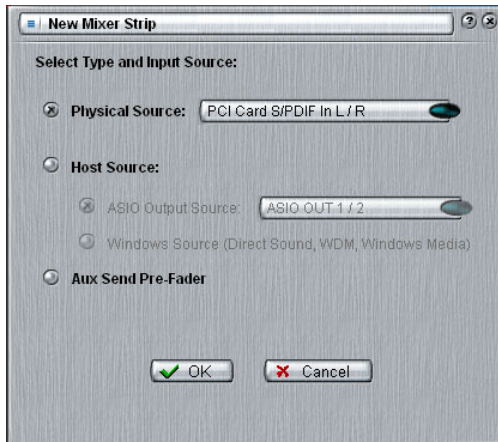
PatchMix DSP is a dynamically configurable mixer. Each mixer session can contain an arbitrary number of strips up to a limit set by the number of available input sources and available DSP resources.

- **Host** refers to a computer application such as Cubase.
- **Physical** refers to hardware input or output such as a output jack.

❖ Adding or deleting a strip “defragments” the effect/DSP resources. If you have used all your effects and need another, try deleting an unused strip.

► To Add a New Strip:

1. Click on the **New Mixer Strip** button. [See Overview of the Mixer.](#) The New Mixer Strip Input Dialog appears:



2. Select the desired input to the mixer strip from the following choices:

▪ Physical Source:	Analog or digital input (Analog, ADAT, S/PDIF)
▪ Host - ASIO Source input	Streaming audio from an ASIO software application.
▪ Host - WAVE input	Window sound sources — WAVE, WDM, CD

Mixer Strip Type	Function
Physical: Dock Mic/Line	24-bit monophonic analog input from the MicroDock.
Physical: Dock In	24-bit stereo analog input from the MicroDock.
Physical: Dock S/PDIF	2 channel digital audio from the S/PDIF input on the MicroDock.
Physical: Dock ADAT	2 channel (x4 strips) digital audio from the ADAT input on the MicroDock.
Host: WAVE L & R	Direct Sound, WDM, Windows Media (Sound generated or handled by Windows, such as game sound, CD player, beep sounds, etc.).
Host: From ASIO Out	2 channel digital audio from an ASIO source (software application).

❖ **CDs & MP3s:** The **WAVE** strip is used to playback CDs, Windows Media Player, and non-ASIO audio applications.

3. Select **Pre-Fader** Aux Sends or leave the box unchecked for **Post-Fader** Aux Sends.
4. Click **OK** to create a new strip or **Cancel** to cancel the operation.

❖ [See “Pre or Post Fader Aux Sends” on page 39.](#)

► To Delete a Mixer Strip:

1. Click the **top of the mixer strip** you wish to delete. A red border appears around the strip, indicating that it is selected.
2. Click on the **Delete Mixer Strip** button. [See Overview of the Mixer](#)

Insert Section

The **Insert Section** is next in line. PatchMix DSP effects can be selected from the Effects Palette and dropped into the insert locations. [See “The Effects Palette”](#). Any number of effects can be inserted in series.

The Inserts also have the unique ability to patch into ASIO/WAVE and external equipment. ASIO/WAVE Sends, External Sends and External Send/Returns can be dropped into the insert section to route the signal anywhere you want.

The Insert/Patch Bay is incredibly flexible. Want to send the input of the strip to your audio recorder? Simply insert an ASIO send into the insert section and select the ASIO pair you want. That's it! That input is now available in your ASIO software.

The following types of inserts can be selected.

◆ You have to create an ASIO strip or ASIO Send in order to activate these ASIO channels in your software.

Hardware Effect	Reverb, EQ, Compressor, Flanger, etc. using PatchMix DSP's effects which do not load your CPU.
Host ASIO Send	Splits off the signal and sends it to an ASIO host input such as a software audio recorder or anything that uses ASIO.
ASIO Direct Monitor	Sends the signal to a selected ASIO host input, then returns a selected ASIO host output to the chain.
Ext. Send/Return	Sends signal to a selected external output, then returns it to the chain via a physical input.
External Send	Sends the signal to an external output. See “To Add a Send Insert:” .
Peak Meter	Peak meters allow you to monitor the signal level anywhere in the chain. See “Meter Inserts” .
Trim Pot	You can insert a gain control with up to 30 dB of gain or attenuation. A peak level meter and phase inverter are also included. See “Trim Pot Insert” .
Test Tone	This special insert outputs a calibrated sine wave or noise source, which can be used to track down audio problems. See “Test Tone/Signal Generator Insert” .

Working with Inserts

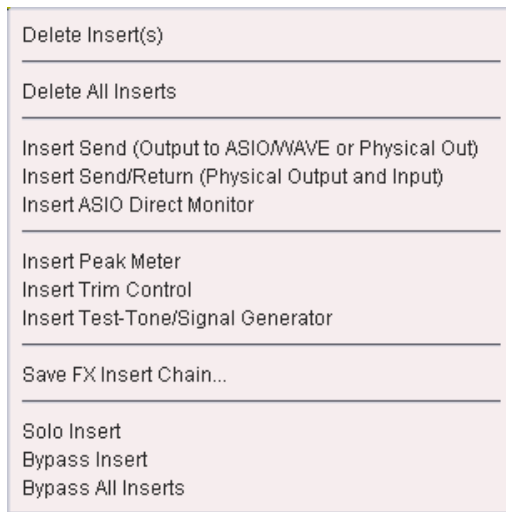
The Inserts are one of most powerful features of the PatchMix DSP system as they allow you to configure the mixer for a wide variety of applications.

► To Add an Effect to an Insert Location:

1. Press the FX button. The effects palette appears.
2. The effects are organized into categories. **Click on a folder** to open it.
3. Select the effect you want, **drag it** over the insert section, then **drop it** into an insert location.
4. To rearrange the order of effects, simply **drag and drop** them into the desired order.

The Insert Menu

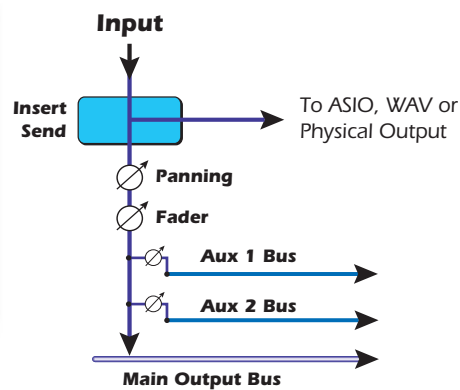
Right-Clicking over the insert section brings up a pop-up selection box containing various insert options to help you control and manage your inserts.



► To Add a Send Insert:

This type of insert send *splits* the signal at the insert point and sends it out to the selected destination. (An "ASIO Send" becomes an input on your recording application, a "Physical Out" goes to a pair of output jacks. the signal also continues down the strip to the Aux Sends and main mixer outputs.)

1. **Right-Click** over the Insert section. A pop-up dialog box appears.
2. Select **Insert Send** (to ASIO/WAVE or physical output) from the list of options. The following dialog box appears.

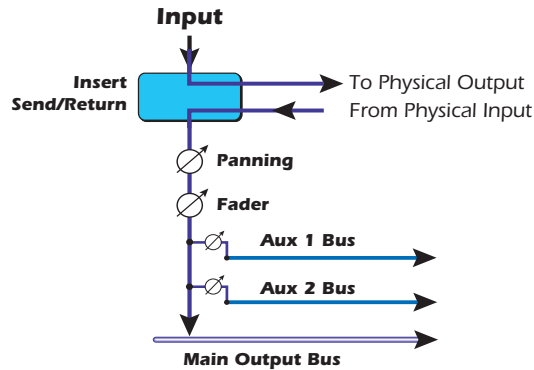
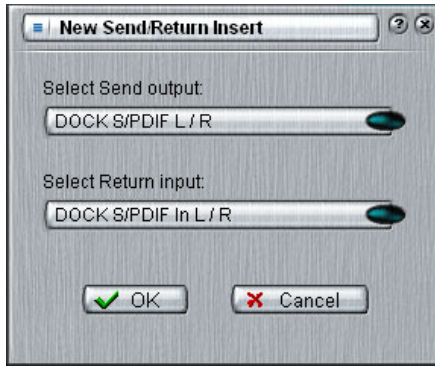


3. **Choose one of the Send Outputs.** Click on a destination to select it.
4. Click **OK** to select the output or **Cancel** to cancel the operation.

► To Add a Send/Return Insert:

This type of insert send *breaks* the signal at the insert point and sends it out to the selected destination such as an external effect processor. A return source signal is also selected which *returns* the signal to the channel strip after processing.

1. Right-Click over the Insert section. A pop-up dialog box appears.
2. Select "Insert Send/Return (Physical Output and Input)" from the list of options. The following dialog box appears.



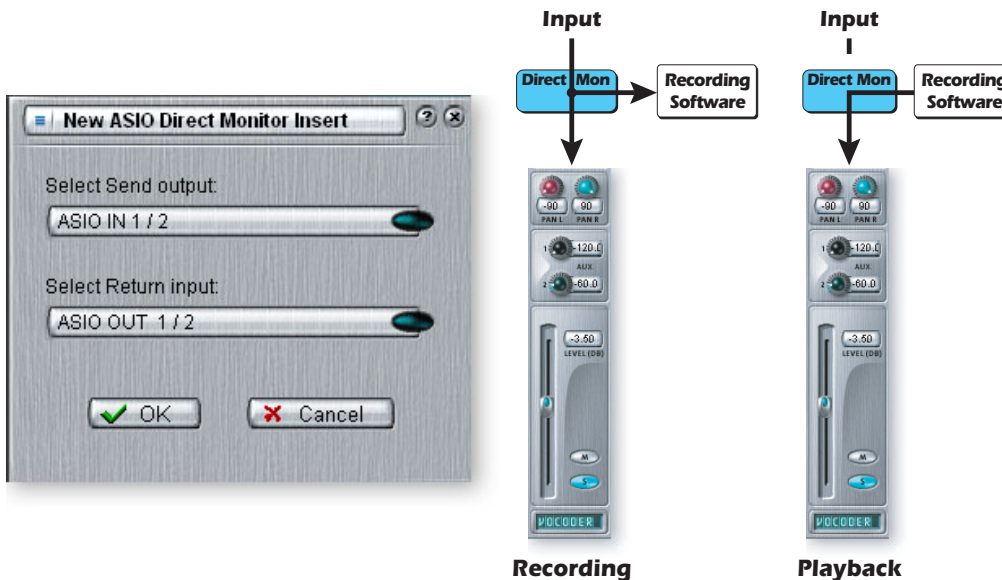
▼ If the source or destination you want to use is not available in the list, they are probably already being used elsewhere. Check the input Strips, Inserts and Output Assignments.

3. Choose one of the Send Outputs. Click on a destination to select it.
4. Choose one of the Return Inputs. Click on a source to select it.
5. Click OK to select the Send and Return, or Cancel to cancel the operation.

ASIO Direct Monitor Send/Return

This type of insert send *breaks* the signal at the insert point and sends it out to the selected ASIO Host Input destination (such as Cubase or Sonar). A return source signal is also selected which *returns* the signal to the channel strip from an ASIO Host Output. The ASIO Direct Monitor Send/Return is unique in that it utilizes ASIO 2.0 zero-latency monitoring. **In order to utilize this feature, Direct Monitoring must be enabled in the audio recording application.**

While recording, the Direct Monitor Send/Return routes the signal to the recording application, but monitors directly from the input to eliminate latency. During playback, the recording application automatically switches the Direct Monitor Send/Return to monitor the recorded track.



The Direct Monitor Send/Return also allows the recording application to control volume and pan. Normally when using direct monitor recording you'll want to control the volume and pan from the recording application. In this case, set the PatchMix DSP stereo pan controls hard left and right, mono pan controls to center, and the fader to 0dB.

► **To Add an ASIO Direct Monitor Send/Return:**

1. **Right-Click** over the Insert section. A pop-up dialog box appears.
2. Select **Insert ASIO Direct Monitor** from the list of options. The following dialog box appears.



3. **Choose one of the Send Outputs.** Click on a destination to select it.
4. **Choose one of the Return Inputs.** Click on a source to select it.
5. Click **OK** to select the Send and Return, or **Cancel** to cancel the operation.

Meter Inserts

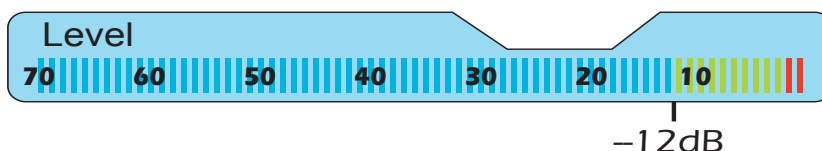
Keeping track of signal levels is important in any audio system, be it analog or digital. You want to keep the signal levels running as close to maximum in order to achieve high resolution and low noise. On the other hand, you don't want the signal level so high as to cause clipping. To help you maintain optimum signal levels, we have included Peak Level Meters, which can be dropped into any insert location.

The insert meters are of the "peak hold" type. The topmost bar in the meter holds its highest level for a second to let you see transients that would otherwise be too quick for the eye. A numeric readout above the meter shows the peak-hold level in dB.

The peak meters are also color-coded to indicate the signal strength. The chart below outlines the meanings of the colors. Avoid lighting the topmost red bar, as this indicates distortion of the signal. Click on the clip indicator to turn it off.

Meter Color	Indicates
■ Red	Indicates signal clipping.
■ Yellow	Good strong signal level.
■ Green	Signal is present.

One of the most obvious uses of the insert meters is to set input levels. On the analog inputs, the analog-to-digital converter (ADC) is one of the most critical points in the signal path. You want the input signal level to drive the 24-bit ADCs into their optimum range without clipping. A reading of 0dB on an input meter indicates signal clipping.



Each bar of the meter equals 1dB. The yellow bars begin at -12dB below full scale.

The insert meters are also useful to monitor incoming digital signals such as ADAT, ASIO or S/PDIF to make sure the mixer is receiving a proper signal level. They're also great for troubleshooting, since you can place them virtually anywhere in the mixer.

► To Insert a Meter

1. **Right-Click** on an Insert location of the mixer strip. A pop-up dialog box appears.
2. Select **Insert Peak Meter**. A stereo peak meter appears in the insert location.
3. Select **Effect** in the Main Section. The meters are now shown in high resolution in the TV screen.

To Set the Input Levels of a Strip

1. Select the topmost Insert location on a mixer strip and insert a meter (see above).
2. **Left-click** on the meter insert to see the meter in the TV screen.
3. Feed your audio signal to the input of the mixer strip. The meter should now show the signal level.
4. **Adjust the output level** of the external device (synthesizer, instrument, preamp, etc.) feeding the MicroDock. The meter should be in the yellow region most of the time with occasional forays into the red. If the clip indicator ever comes on, reduce the signal level.
5. Each analog input pair has its own Input Pad (-10dBV or +4dBu) which controls the input signal range. Changing the I/O settings can add or subtract 12dB. Check these settings if you cannot set the proper input level. [See I/O Settings](#).

Making the Best Possible Recording

Making a good digital recording is easier than ever thanks to the high resolution 24-bit A-D converters on your Digital Audio System. These converters are much more forgiving than the 12-bit or 16-bit converters of the past. Even so, to get the best performance possible, you'll need to follow a few basic guidelines.

First, whenever you input an analog signal to the Digital Audio System, make sure that you're feeding the A-D converters with an optimum signal level. The quality of a digital recording is directly related to the signal level you feed into the A-D converters. If the analog input level is set too low, you lose resolution—if it's set too high, the A-D converters will clip.

To measure the input level, simply add an insert meter to the channel strip in PatchMix DSP. These meters are accurately calibrated to display 1dB for each bar on the meter. You can enlarge the meter view by clicking on the insert meter in a strip and selecting the "Effect" button at the top of the TV screen.

The "I/O Settings" in the Digital Audio System allow you to set the input levels to -10dBV (consumer equipment level) or +4dBu (professional equipment level) for each analog input. This control sets the overall input level to match your other gear, but to get the best possible recording you need to fine tune the level further.

In order to supply the correct input level, you'll need to adjust the output of your analog source (electric instrument or preamp) so that the input level comes close to 0dB without ever going over.

Play your input source signal while watching the insert meter in the strip. The signal should go into the yellow area frequently, but never into the red. Adjust the level of your source until you have a good level. If the signal is way too strong or too weak, you may

have to go back and adjust the I/O Settings. Choose “-10” if the input signal is too weak and “+4” if the signal is too strong.

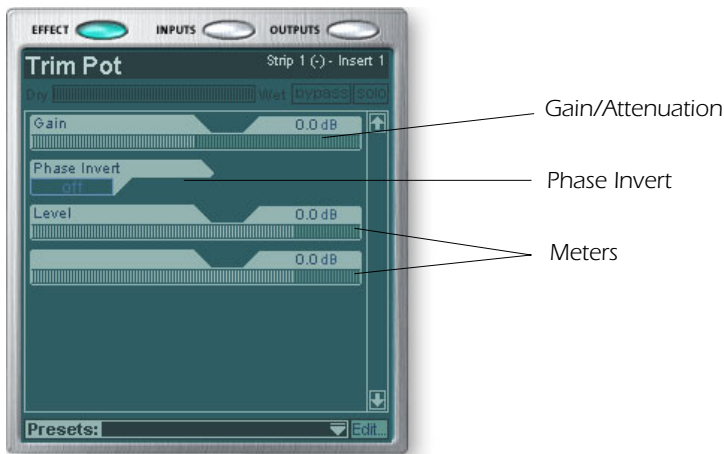
Digital audio has NO headroom past 0dBFS (FS = Full Scale) and will “hard clip” if the signal exceeds 0dB. Hard clipping sounds bad and will ruin your recording. Hard clipping occurs because at 0dBFS, all 24 bits are turned on and the A-D cannot measure any higher level. Analog tape, unlike digital, can be driven past 0dB, although with some degradation of the signal.

The MicroDock includes a pair of Soft Limiters on the preamp inputs, which can be turned on or off for each channel in the I/O Settings. The soft limiters automatically turn down the gain whenever the signal level exceeds -6dB below Full Scale. Below this level, the limiters are completely out of the circuit. The soft limiters allow you to encode a hotter signal without fear of hard clipping the input. This provides increased resolution and a better recording. When recording drums, piano and vocals, occasional peak transients can be tamed by the soft limiters, allowing you to supply the best possible signal into the MicroDock’s ultra-high-quality A-D converters.

The Digital Audio System includes Insert “Trim Pot” controls, but since they adjust the signal level AFTER the signal has been digitized, this will not recover any lost resolution. It’s far better to set the input level correctly in the first place. Trim Pots can be used in emergency situations if there’s no other way to get a hot signal in. They are designed to optimize the signal levels feeding effect plug-ins.

Trim Pot Insert

The Trim Pot Insert allows you to adjust the level of a signal in an insert location. The trim pot provides up to ± 30 dB of gain or attenuation and a phase inverter. The trim pot also has a built-in stereo peak meter after the control.



You might use a trim pot to boost or attenuate a send or return from an external effect, or to drive an effect device. Certain effects such as the Compressor, Distortion, and Auto-Wah are very level dependent and like to see a good, strong input signal. If you are working with a weak signal, you can improve the performance of these effects inserting a trim pot and boosting the gain.

Trim pots can be used to boost the level of analog line level inputs in a pinch, but it’s much better to boost the signal level *before* the A/D converters in order to get maximum resolution and signal-to-noise ratio from the converters.

The phase invert switch inverts the polarity of the signal. It is generally used to correct for balanced lines and mics that are wired backwards.

► To Add a Trim Pot Insert

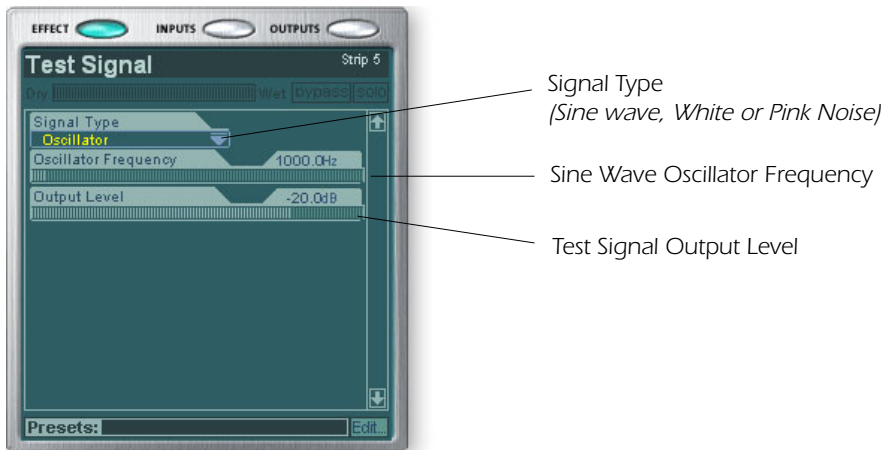
1. **Right-Click** over any of the Insert sections. A pop-up dialog box appears.
2. Select **Insert Trim Control** from the list of options. A Trim Pot insert appears in the insert location.
3. **Click on the Trim Pot insert** to view and adjust the controls in the TV screen.
4. To move the Trim Pot to another location, simply **drag and drop** it into the desired position.

Test Tone/Signal Generator Insert

The test tone/signal generator insert is a handy troubleshooting aid which outputs a calibrated sine wave, white noise or pink noise. This tool, in combination with an insert meter, allows you to accurately measure the signal gain or attenuation of an internal or external device. The test tone can also be quite handy for tuning up musical instruments.

❖ Musical Note Freq.

A = 440 Hz
B = 493.88 Hz
C = 523.25 Hz
D = 587.33 Hz
E = 659.26 Hz
F = 698.46 Hz
G = 783.99 Hz



The **Sine Wave Oscillator** frequency is variable from 20Hz-20kHz. The level is variable from off to +30dB.

White Noise is a mixture of all frequencies in the audio spectrum at the same average level (analogous to white light in the visible spectrum).

Pink Noise provides equal power distribution per octave. (White noise has more power in the higher octaves.) Pink noise and white noise are useful as wideband sound sources.

► Using the Test Tone and Meter Inserts for Troubleshooting

Sometimes it's useful to have a continuous tone to verify that you have the signal path routed correctly in hardware or software. First insert a Test Tone and/or a Meter(s) into a strip, then follow the tone through the system by ear or by moving the meter. A test tone is quite handy when first setting up your recording software.

1. **Right-Click** over the Insert section in question. A pop-up dialog box appears.
2. Select **Insert Test Tone/Signal Generator** from the list of options. A Test Tone insert appears in the insert location.
3. **Click on the Test Tone insert** to view and adjust the controls in the TV screen.
4. To **move the Test Tone** to another location, simply **drag and drop** it into the desired position.

Managing Your Inserts

► To Delete an Insert:

1. Right-Click over the Insert you wish to delete. A yellow line around the insert location indicates that it is selected. A pop-up dialog box appears.
2. Select **Delete Insert** to remove the selected insert or select **Delete All Inserts** to remove all inserts.
3. The insert(s) are deleted from the insert chain.

❖ **Tip:** Select the Insert and press the **Delete** key to delete the plug-in from the strip.

► To Bypass an Insert:

Inserts can be bypassed if you want to temporarily hear the audio without the effect or insert. Bypass can also be used to turn off a Send Insert.

Method #1

1. Click on the Effect (in the Insert section) and select **Effect** in the TV display.
2. Click the **Bypass** button.

Method #2

1. Right-Click over the Effect you want to bypass (in the Insert section). A pop-up dialog box appears.
2. Select **Bypass Insert** from the list of options.

► To Bypass All Inserts:

All Inserts in a strip can be also be bypassed with a single command.

1. Right-Click over the Effect you want to bypass (in the Insert section). A pop-up dialog box appears.
2. Select **Bypass All Inserts** from the list of options.

► To Solo an Insert:

Inserts can also be soloed. Solo bypasses all the other inserts in the strip and allows you to hear only the soloed effect. This feature is very useful when adjusting the effect parameters.

Method #1

1. Click on the Effect (in the Insert section) and select **Effect** in the TV display.
2. Click the **Solo** button.

Method #2

1. Right-Click over the Effect you want to Solo (in the Insert section). A pop-up dialog box appears.
2. Select **Solo Insert** from the list of options.

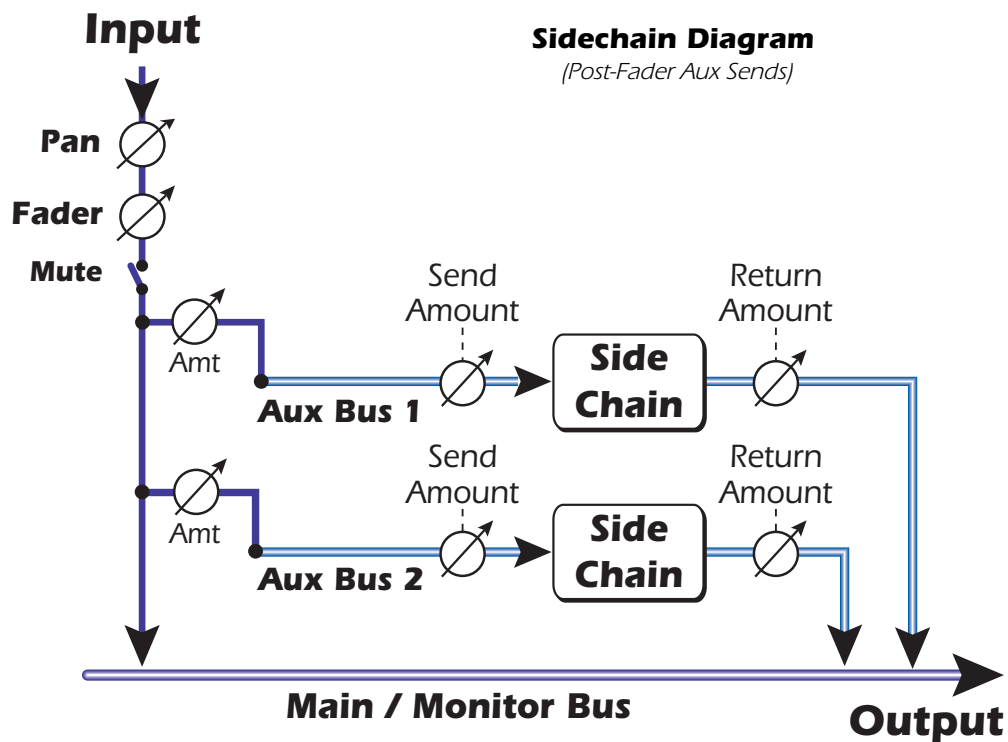
Aux Section

The Auxiliary Sends tap the signal from the channel strips and sum them together before sending the mix to the Auxiliary Effects section. In a traditional mixing console, aux sends are used to send part of the signal to outboard effect devices, then return the effected signal back into the mix using the effect returns. This is called a **Sidechain Routing** because the aux signal takes a detour through the effects before being summed back into the main mix. Sidechain effects are usually effects that you might want applied to several channels, such as reverb.

Incidentally, the wet/dry mix of effects in the Aux Sends should normally be set to 100% wet. This is because you will be adjusting the effect amount using the Aux Return control instead. If you have more than one effect in an Aux Bus, ignore the preceding advice as the wet/dry controls can be used to mix the amounts of your multiple effects.

The Aux 1 & 2 buses can also be used as additional submix output buses just like the main output. Simply drop an ASIO or External Send Insert into the chain and the stereo bus is sent. Turn off the Return Amount if you don't want the submix to be combined into the main mix.

Aux Send and Return values can also be changed by typing directly into the displays.



Other Uses of the Aux Sends

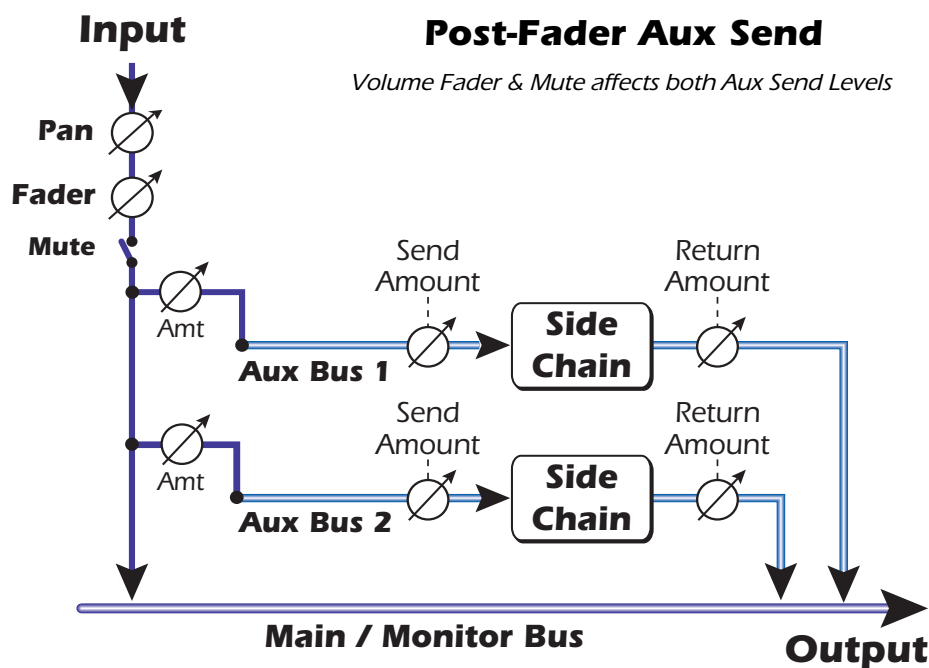
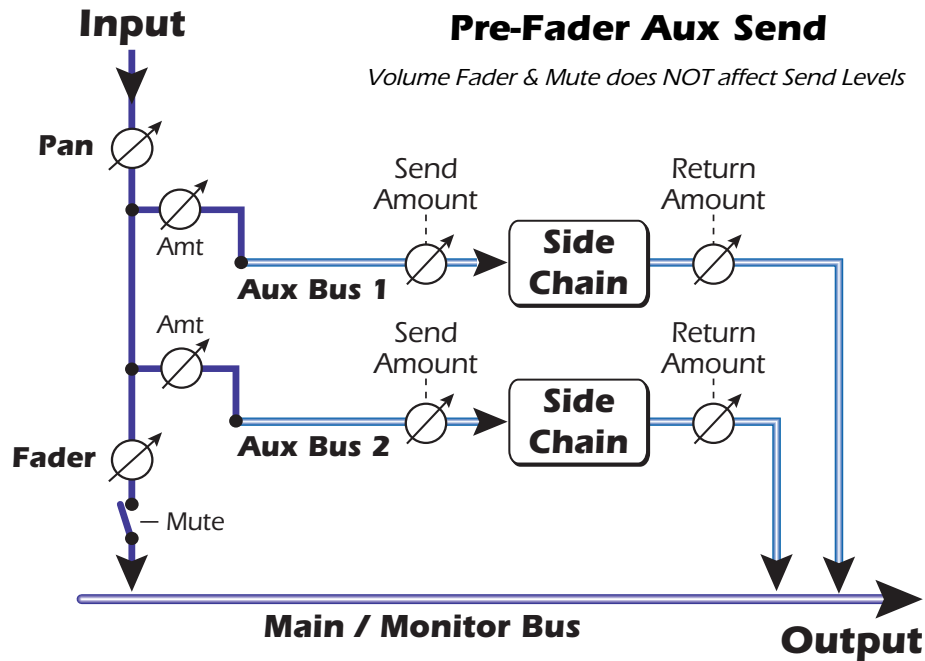
You can think of the Aux Sends as two extra mixing buses because that's exactly what they are. These two mixes can be routed anywhere, such as to a physical output or an ASIO pair. You could route one of the Aux buses to the Monitor out to create a monitor mix while sending the main mix off to your audio recording software.

Pre or Post Fader Aux Sends

When you create a New Mixer Strip you have the option to place both Aux Sends *after* the channel volume fader and mute control or you can place them *before* the fader and mute. Post-Fader turns down the send level as you lower the volume of the strip. With Pre-Fader selected, you may still hear the effected signal returning from one of the Aux Buses with the volume fader turned down.

With the Pre-Fader box selected, the Aux Send levels are completely unaffected by the Level Fader and Mute settings. The Pre-Fader setting allows you to create two completely different mixes using the Aux Buses since the signal levels of this mix won't be affected by the fader settings.

▼ In order to change a strip from pre-fader to post-fader or vice-versa, you have to delete the strip and create a new one.



Level, Pan, Solo & Mute Controls



The **Pan** control comes before the Level Control and Aux Sends in the signal flow. On stereo strips we use an unconventional pan section with two pan pots – one for the left part of the signal and one for the right part of the signal. This feature allows you to independently position both sides of the stereo signal. A conventional stereo balance control only allows you to turn down one side or the other.

The **Mute** button does just what you would expect—press the button and the sound from that channel is cut off. Pressing the Solo button while the Mute button is pressed allows you to hear the channel until solo is turned off.

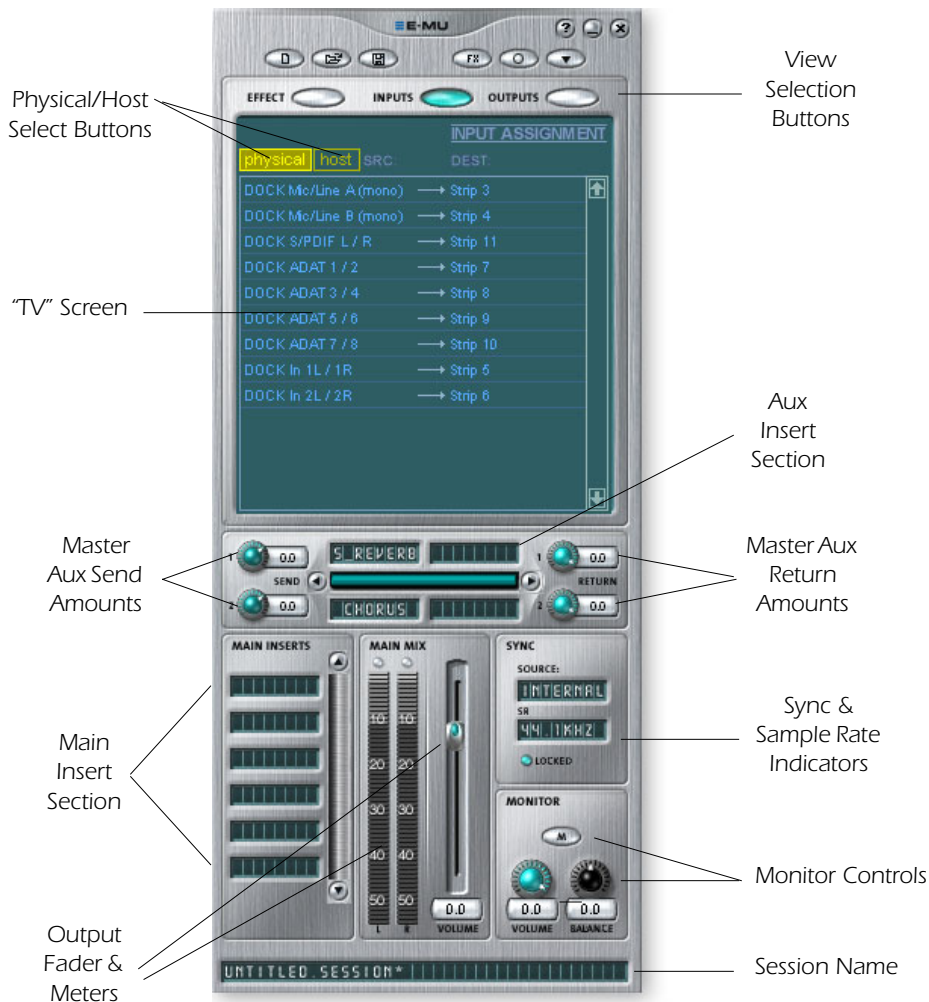
The **Solo** button allows you to listen to only that channel while muting the rest of the mixer's output. If multiple solo buttons are pressed, you will hear all soloed channels and the non-soloed channels will all be muted.

The mute status is remembered if a muted channel is soloed. When the channel solo is turned off, the channel reverts to being muted.

The **Level Control** for the strip is an attenuation control that can also provide up to +12dB of gain. 0db is the unity gain setting. You can also type numeric values into the displays to set the level.

At the very bottom is the **Scribble Strip** text area, into which you can type any short piece of text, thus naming the strip, i.e. "vocals", "bass", "drums" and so on.

Main Section



The main section contains all controls for controlling the main mix elements as well as a "TV screen" for viewing the input/output routing or parameters of the selected insert.

The three buttons across the top of the main section select what is shown on the TV display. Input and output routings are graphically displayed. When an insert is selected (by clicking on the insert), the screen shows the available parameters for the currently selected insert.

Below the TV screen is the Aux Bus section where effects, effects chains or other inserts can be assigned to the two aux buses. Send and return levels can be individually controlled for each of the two Aux Buses.

The Aux 1 and Aux 2 buses are fed by the two Aux Sends on each mixer strip. The Master Send Level control on Aux bus 1 and 2 can be used to attenuate or boost the signal going into the Auxiliary Inserts. There is also a Master Return Level to control the amount of the effected signal that will be returned into the main mix.

The Main Bus can also have a chain of effects inserted. (You might put an EQ here to equalize your entire mix or add an ASIO or WAVE send to record the mix.) Note that the Main Output level control comes before the Monitor Level so that you can control the monitor level without affecting the level of your recording mix or main mix. There is a stereo peak meter that indicates the signal strength for the main mix.

The Monitor section has a volume, balance, and a mute control to cut off the monitor output.

TV Screen & Selectors

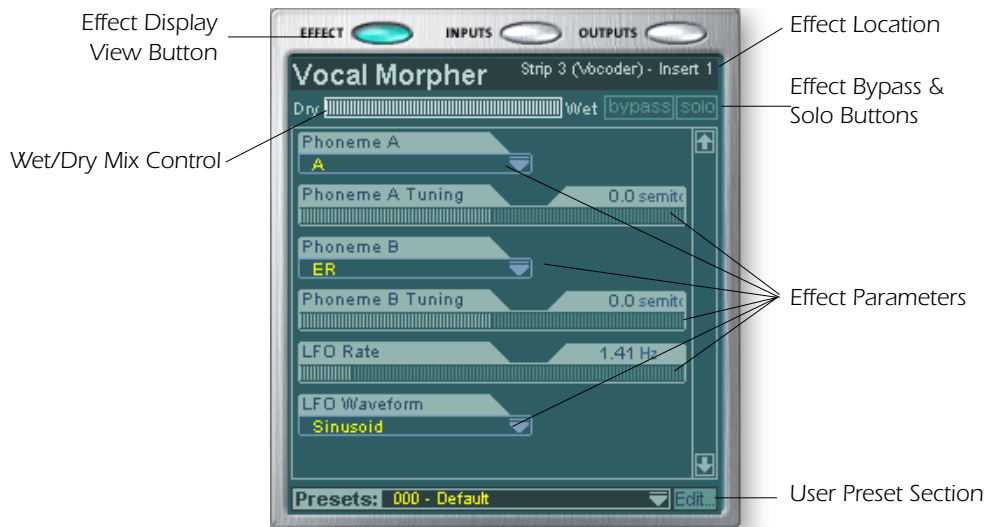
The “TV screen” at the top of the main section is a multi-function display and control center for the input and output routings and effect controls. The three buttons at the top of the display select the current function of the display—Effect, Inputs or Outputs.

Effect

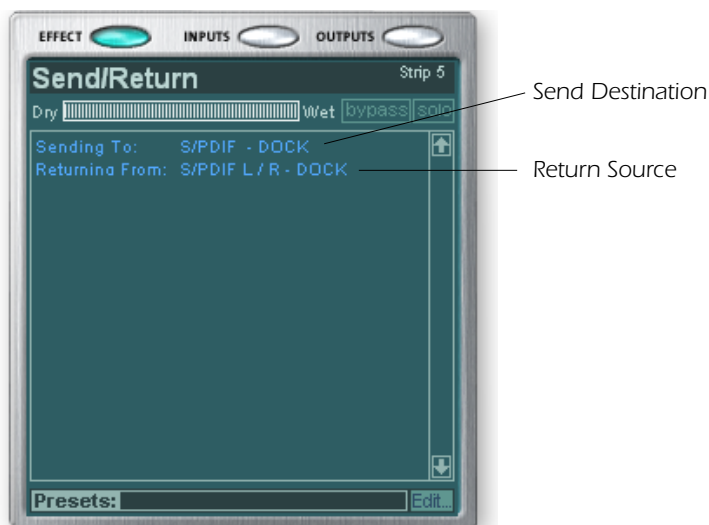
Select the **Effect** display view in the main section, then click on an Effect Insert to display the effect parameters. If an insert effect is not selected, the display will read “No Insert”.

Most effects have a wet/dry mix parameter to control the ratio of effect to plain signal. The wet/dry setting is stored with the effect preset. The parameter set varies with the type of effect. See [“List of Core Effects”](#) for detailed information about the individual effects.

■ **Note:** Effects have to be placed into an insert location before you can program them.



When a Send or a Send/Return insert is selected with the effects display enabled, the TV screen shows you where the Send is going and where the Return is coming from. The bypass or solo buttons at the top of the display are available for Send/Return type inserts only.



Input

Selecting the **Input** display view shows a graphic representation of the PatchMix DSP Mixer inputs. This screen is only a display, unlike the Effects and Outputs screens, which allow you to make routing changes. Input routing changes are made by adding mixer strips. [See Mixer Strip Creation.](#)

The input routings are divided into two categories: Physical Inputs and Host Inputs. Select either category by clicking on the Physical or Host button.

❖ The Input and Output displays make it much easier to understand the signal routings of a complex mixer setup.

Physical Input Display



Host Input Display

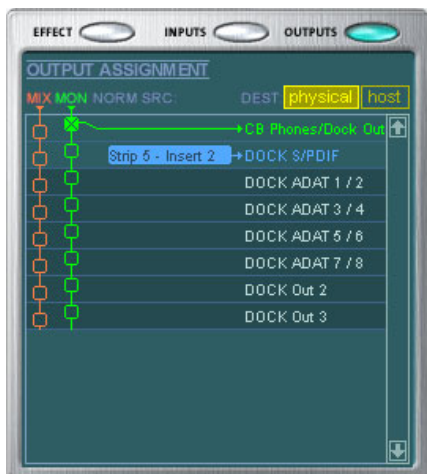


❖ **Tip:** Clicking on any of the input routings in the TV display highlights the corresponding mixer strip.

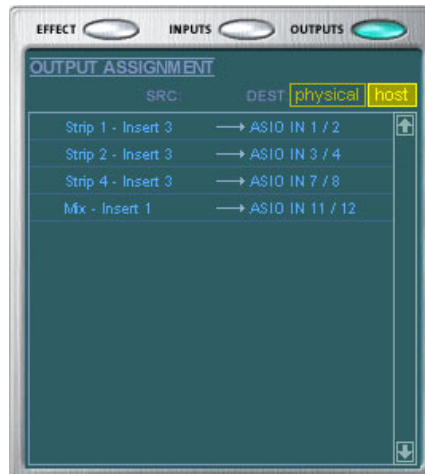
Output

Selecting the **Output** display view shows a graphic representation of the PatchMix DSP Mixer outputs. The output routings are divided into two categories: Physical Outputs and Host Outputs. Select either category by clicking on the Physical or Host button.

Physical Output Display



Host Output Display



The Host Output display shows all the Insert Routings in addition to the Main Mix and Monitor out routings. Click on the desired row to make or break a physical output connection.

The **Physical Output** screen displays and allows you to connect the Main and Monitor outputs of the mixer to “physical” analog or digital outputs. Click on the box in the mix or monitor area to make (or break) a connection.

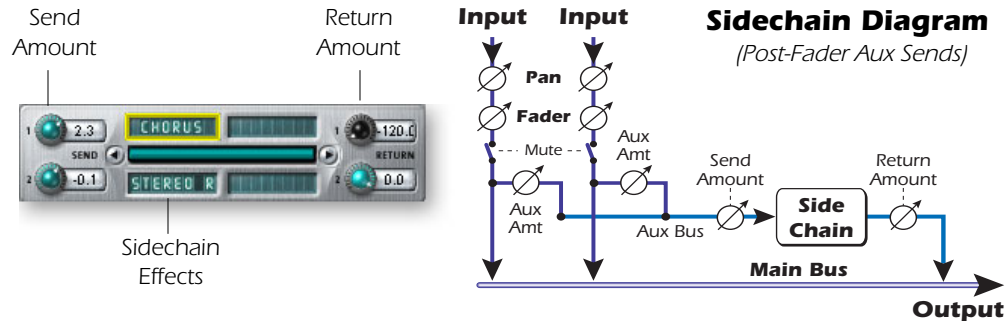
The **Host Output** screen displays and allows you to view the Host (ASIO or WAVE) outputs of the mixer. See [“Insert Section”](#) for information on how to connect the inserts.

Auxiliary Effects & Returns

The section immediately below the TV Screen is where you assign the Auxiliary Effects. In a traditional mixing console, auxiliary effects sends are used to send part of the signal to outboard effect devices, then return the effected signal back into the mix using the effect returns. This is called a sidechain routing because the aux signal takes a detour through the effects before being summed back into the main mix.

Sidechain effects are usually effects that you might want applied to several channels, such as reverb. Effects such as EQ and compressors are usually NOT used as sidechain effects because they can cause unpredictable results when returned to the main bus.

❖ The Wet/Dry mix setting in the effect should normally be set to 100% when the effect is inserted as a sidechain effect. This is because the Aux Return Amount will control the wet/dry mix.



You can also use the Auxiliary Sends as two extra mix buses. By turning the Aux Return amount all the way down and dropping an Insert Send into the chain, you can send the Auxiliary bus to any output you wish. See [“Insert Section”](#) for more information.,

Sync/Sample Rate Indicators



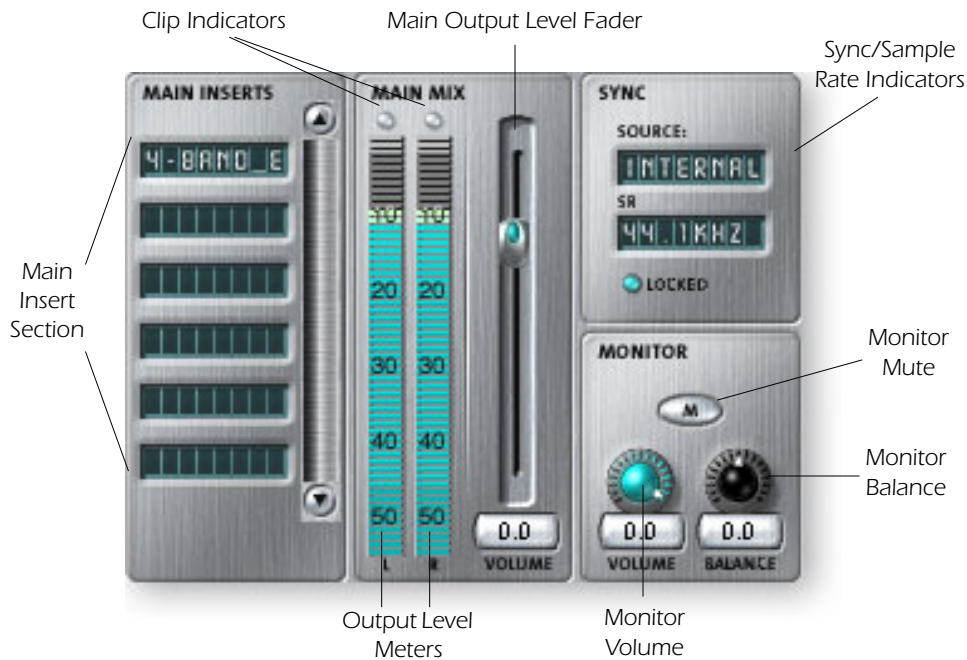
The Sync/Sample rate Indicators show the current session's sample rate and whether it is internal or slaving to an external source. The display indicates which sample rate is currently in effect. If an external source is being used, the Source display reads "EXTERNAL".

When slaving to an external master source, the clock may drift slightly or change dramatically (i.e. abrupt sample rate change or unplugging of physical master source). PatchMix DSP is tolerant to minor drifting within the supported rates of 44.1k,

48k, 88.2k, 96k, 176.4k and 192k, but if the sample rate drifts out of this range the "LOCKED" LED will extinguish.

If the external clock source makes a radical sample rate change from the lower rates of 44.1k/48k to a higher rate or between any or the higher rates, the hardware automatically switches to internal 48kHz clock until the proper external clock is restored. The "LOCKED" LED will be off and the two units are NOT synchronized. Always check the "LOCKED" LED when using an external clock source to make sure you are sample-locked.

Output Section



Main Inserts

The main inserts allow you to apply effects to the main stereo signal coming out of the mixer (both mains and monitor). You might want to apply EQ or a compressor here. These inserts work just like the other insert locations—just drag and drop effects from the palette or right-click and add Sends, Sends/Returns, etc. [Refer to the Mixer Block Diagram](#)

Main Output Fader

The main output fader controls the level of the main output (and the Monitor output as well since it is downstream from this control). The normal setting for this control is at unity or 0dB, but the control allows you to add up to +12dB of gain. High output levels may cause clipping on outboard amplifiers or other equipment.

Output Level Meters

This stereo bar-graph meter reflects the digital level at the output of the mixer. The topmost red bar represents 0 dB or a full-scale digital signal. The peaks hold for a moment so that short transients can be monitored. Each bar = 1dB.

Monitor Output Level

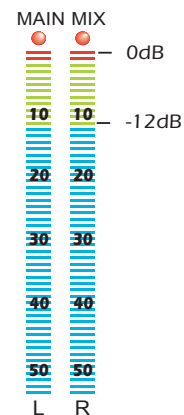
This control adjusts the monitor output level. Keep in mind that since the monitor level control comes after the Main Output Fader, nothing will be heard from your monitors if the main level is turned down.

Monitor Balance Control

This control sets the relative volume of the stereo monitor outputs and works just like the balance control on your home music system. This control is primarily used to make the volume from each speaker sound equal if you are not sitting exactly in the center of the two speakers.

Monitor Output Mute

This button completely cuts off the monitor output and provides a convenient way to instantly kill all sound without having to re-adjust the monitor level later. When the telephone rings, just hit the monitor mute to cut the noise.



5 - Effects

Overview

PatchMix DSP comes complete with a host of great core DSP effects including Compressors, Delays, Choruses, Flangers and Reverb. Each 32-bit effect has various parameters for editing, as well as factory presets. You can also create and save as many of your own effect presets as you wish.

Since the effects are implemented in hardware, they don't place any load on your host computer. This allows your valuable CPU cycles to be used for other applications or software plug-ins. The effects are only available at the 44.1 and 48kHz sample rates.

There is a finite limit to how many effects you can use at the same time. As you use up the PatchMix DSP resources, certain effects will appear "grayed out" and cannot be added to the mixer. Complex effects such as reverb use more DSP resources than say a 1-Band EQ. If you continue to add effects, all of the DSP resources will eventually be used up.

❖ Saving a session "defragments" the effect/DSP resources. If you have used all your effects and need another, try saving the session.

The Effects Palette

Click the FX button on the toolbar to bring up the Effects Palette. The Effects Palette contains two types of folders. The "Core Effects" folder contains the effect algorithms themselves. This folder cannot be modified. The other folders contain "Effects Chains", consisting of two or more effects grouped together. You can also add, delete, or modify Effects Chains and the folders that contain them. For more information on Effects Chains, see ["FX Insert Chains" on page 48](#).



Effect Categories

Core Effects

Multi-Effects

Distortion Lo-fi
Drums & Percussion
Environment
Equalization
Guitar
Morpher
Multi Effects
Reverb
Synths & Keys
Vocal

► To Select an Effect

1. Click the FX button to bring up the Effects Palette. The effect palette contains numerous folders containing effects presets. Click on any folder to open it.
2. Select the effect you wish to use by clicking on it with the left mouse button and while continuing to hold the mouse button, drag the effect into the desired location on the PatchMix DSP mixer screen and release the mouse button. Multi effects contain several effects along with their parameter settings.
3. If you want to change the order of effects, simply Left-click and drag the effect to the desired location. Drag the effect to the area above or below the final destination and release the mouse button to move the effect.

❖ The order of effects in a chain can have a big effect on the sound.



This icon will appear when you drag an effect to a new location.

► To Edit an Effect

1. Click on the Insert Location containing the effect you wish to edit. The effect controls now appear on the TV screen.
2. Edit the effect parameters as desired.

► To Delete an Effect

1. Right-click on the Insert location containing the effect you wish to delete and a pop-up list appears.
2. Select "Delete Insert(s)" from the top of the list. The effect will be deleted.

FX Insert Chains

FX Insert Chains can be used to save several effects and their settings into a single multi-effect. When an effects chain is selected and dropped into an insert location, all the effects with control settings are copied as a single entity. Once dropped into an insert location, the effects are totally separate just as if you had placed them individually.

► To Save FX Insert Chains

1. Select two or more effects and place them into any consecutive insert locations.
2. Set the effect parameters the way you want them, including wet/dry mix settings.
3. Right-click to bring up the list of options.
4. Select "Save FX Insert Chain". The New FX preset dialog box appears.
5. Select a category folder where your preset will be placed, and enter a new preset name for your FX Chain.

❖ Trim pots, peak meters and test tone generators will also be included in the FX chain.



6. Select a folder where your new preset will be placed, then type in a new preset name and click **OK**. Your preset is now saved.

Creating, Renaming & Deleting Categories or Presets

There are several utilities to help you organize your effects presets.

► To Create a New Preset Category

You can create your own category folders to help organize your effects presets.

1. Left-click on the New Folder icon at the top of the Effects Palette. A pop-up dialog box appears asking you to "Enter the Name of the New Category."
 - Alternatively, you can Right-click over an Effects Folder, which calls a pop-up dialog box with the option to "Create New Category."
2. Type in a name for your new folder.
3. Click **OK** to create a new folder or **Cancel** to cancel the operation.

► To Delete an Effect Category or Preset

1. Right-click on the category folder you wish to delete. A pop-up selection box appears.
2. Select "Delete Category". A popup dialog box appears warning you that this action will delete all presets in the folder.
3. Click **OK** to delete the folder or **Cancel** to cancel the operation.

► To Rename an Effects Category

1. Right-click on the category folder you wish to rename. A pop-up selection box appears.
2. Select "Rename Category". A pop-up dialog box appears, asking you to "Enter New Category Name."
3. Click **OK** to rename the folder or **Cancel** to cancel the operation.

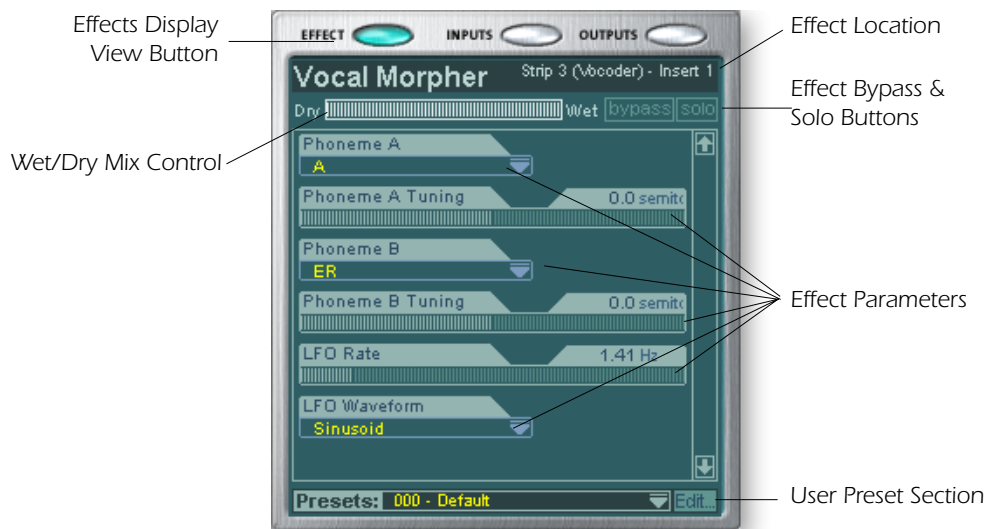
FX Edit Screen

Click on an FX Insert to display the parameters for that effect. If an insert effect is not selected, the FX display will read "No Insert".

Most effects have a wet/dry mix parameter to control the ratio of effect-to-plain signal. The wet/dry setting is stored with the FX preset. The effect parameters vary with the type of effect. Generally if an effect is placed in an Aux Send, the wet/dry mix in the effect should be set to 100% wet since the Aux Return amount controls how much effect is applied.

The User Preset section is located at the bottom of the FX Edit screen. User presets are variations of the main effect and can be edited, deleted, renamed or overwritten as you wish.

■ **Note:** Effects have to be placed into an insert location before you can program them.



► To Bypass an Insert:

Inserts can be bypassed if you want to temporarily hear the audio without the effect or insert. Bypass can also be used to turn off a Send Insert.

Method #1

1. Click on the Effect (in the Insert section)
2. Click the Bypass button in the TV display.

Method #2

1. Right-click over the Insert you want to bypass (in the Insert section). A pop-up menu appears.
2. Select "Bypass Insert" from the list of options. The insert effect name will "gray-out" to indicate that the insert effect is bypassed.

► To Solo an Insert:

Inserts can also be soloed. Solo bypasses all the other inserts in the strip and allows you to hear only the soloed effect. This feature is very useful when adjusting the effect parameters.

Method #1

1. Click on the Insert Effect (in the Insert section).
2. Click the Solo button in the TV display.

Method #2

1. Right-click over the Insert Effect you want to Solo (in the Insert section). A pop-up menu appears.
2. Select "Solo Insert" from the list of options. The other Insert Effect names in the strip will "gray-out" to indicate that they are bypassed.

► To Bypass ALL

All the inserts in a strip can be bypassed with a single command.

1. Right-click over any Effect in the Insert section. A pop-up menu appears.
2. Select "Bypass All Inserts" from the list of options. All the insert names will be "grayed-out" to indicate that they are bypassed.

► To Un-Bypass ALL

All the inserts in a strip can also be un-bypassed with a single command. This command works even if only some of the effects are bypassed.

1. Right-click over any Effect in the Insert section. A pop-up menu appears.
2. Select "Un-Bypass All Inserts" from the list of options. All the insert names will light to indicate that they are active.

User Preset Section

Each core effect has a set of User Presets, that you can use to store your favorite effect parameter settings. We've included a good collection of user presets to get you started. The user presets are accessed from the bar at the bottom of the TV screen. The user preset edit menu allows you to select stored presets, create new presets, rename or delete existing presets, or overwrite existing presets with your modified settings. User presets stay with the Mixer application regardless of which Session is open.

■ To copy or share User Presets, you must save them as FX Palette effects.



► To Select a User Preset

1. Select the FX display in the TV screen.
2. Select the desired insert effect, highlighting it. The effect parameters appear in the TV screen.
3. Click on the ▼ icon on the preset menu. A drop-down preset list appears.
4. Select a preset from the list.

► To Create a New User Preset

1. Select the FX display in the TV screen.
2. Select the desired insert effect, highlighting it. The effect parameters appear in the TV screen.
3. Click on the Edit button. A pop-up menu appears.
4. Select New. A pop-up dialog box appears asking you to name the new preset.
5. Name the preset and click OK. Your new preset is now saved.

► **To Delete a User Preset**

1. Select the user preset you wish to delete from the user preset menu.
2. Click on the Edit button. A pop-up menu appears.
3. Select Delete. A pop-up dialog box appears asking you to confirm your action.
4. Click OK to delete the preset or No or Cancel to cancel the operation.

► **To Rename a User Preset**

1. Select the user preset you wish to rename from the user preset menu.
2. Click on the Edit button. A pop-up menu appears.
3. Select Rename. A pop-up dialog box appears asking you to rename the preset.
4. Type in the new preset name, then click OK to rename the preset or Cancel to cancel the operation.

► **To Overwrite or Save a User Preset**

This operation allows you to overwrite an existing preset with a newer version.

1. Select the user preset you wish to modify from the user preset menu and make any changes you wish.
2. Click on the Edit button. A pop-up menu appears.
3. Select Overwrite/Save. The current preset will be overwritten with the new settings.

Core Effects and Effects Presets

The Core Effects cannot be removed or copied. Effect presets (stored in "C:\Program Files\Creative Professional\E-MU 1616\E-MU PatchMix DSP\Effect Presets") can be copied, e-mailed or shared like any other computer file.

❖ **Hint:** You can open the effects presets with "NotePad" or other word processor to view and edit the name and parameters.

List of Core Effects

Stereo Reverb	Frequency Shifter	Mono Delay 750
Lite Reverb	Auto-Wah	Mono Delay 1500
Compressor	Vocal Morpher	Mono Delay 3000
Leveling Amp	1-Band Para EQ	Stereo Delay 100
Chorus	1-Band Shelf EQ	Stereo Delay 250
Flanger	3-Band EQ	Stereo Delay 500
Distortion	4-Band EQ	Stereo Delay 750
Speaker Sim	Mono Delay 100	Stereo Delay 1500
Rotary	Mono Delay 250	
Phase Shifter	Mono Delay 500	

DSP Resource Usage

There are two main factors which determine the total number of effects available for use at any given time: Tank Memory and DSP Instructions. Using too much of either resource will cause effects to be unavailable (grayed out) in the FX menu. In addition, the strips themselves use DSP Instructions, so only create strips that you actually need.

Tank memory is the memory used by delay-based effects such as reverb and digital delays. All the reverbs and delays aside from the Mono Delay 100 and Stereo Delay 100 use varying amounts of tank memory.

The DSP instructions are used by all the effects. Effects with multiple stages, such as multi-band EQs or the speaker simulator use more DSP instructions than a 1-Band EQ.

Tank memory tends to get used first, and so we've provided many delay line effects to allow maximum conservation of this precious resource. Use only the longest delay you actually need.

The chart below shows three possible effects combinations. These were created by using up the reverb resources first. Even more simultaneous effects are possible if fewer reverbs and shorter delays are used.

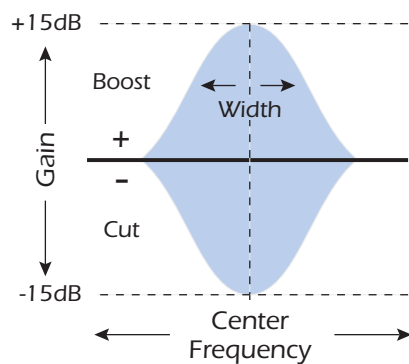
❖ **Tip:** Saving a session "defragments" the effect/DSP resources. If you have used all your effects and need another, try saving the session.

Examples of Effects Usage *(with a WAVE, ASIO Return & 2 Inputs)*

Example 1	No.	Example 2	No.	Example 3	No.
Stereo Reverb	2	Lite Reverb	5	Stereo Reverb	1
4-Band EQ	4	3-Band EQ	5	Lite Reverb	2
3-Band EQ	2	1-Band EQ	4	Stereo Delay 1500	1
1-Band EQ	6	Compressor	1	Mono Delay 250	1
Compressor	6	Mono Delay 1500	1	Compressor	6
Chorus	1	Mono Delay 250	1	Chorus	2
Mono Delay 1500	1	Auto-Wah	1	Flanger	2
				4-Band EQ	3
				3-Band EQ	3
Total Effects	22	Total Effects	18	Total Effects	21

Core Effects Descriptions

1-Band Para EQ

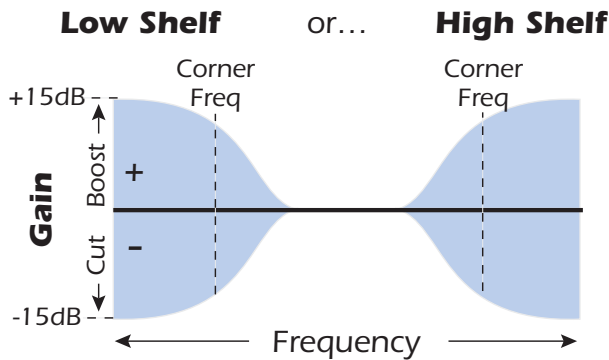


This single band parametric equalizer is useful when you just want to boost or cut a single range of frequencies. For example, if you just want to brighten up the lead vocal a bit, you might choose this EQ. This EQ offers up to $\pm 15\text{dB}$ cut or boost.

Parameter	Description
Gain	Sets the amount of cut (-) or boost (+) of the selected frequency band. Range: -15dB to +15dB
Center Frequency	Sets the range of frequencies to be cut or boosted with the Gain control. Range: 80Hz to 16kHz
Bandwidth	Sets the width of the frequency range for the Center Frequency band that will be cut or boosted by the Gain control. Range: 1 semitone to 36 semitones

1-Band Shelf EQ

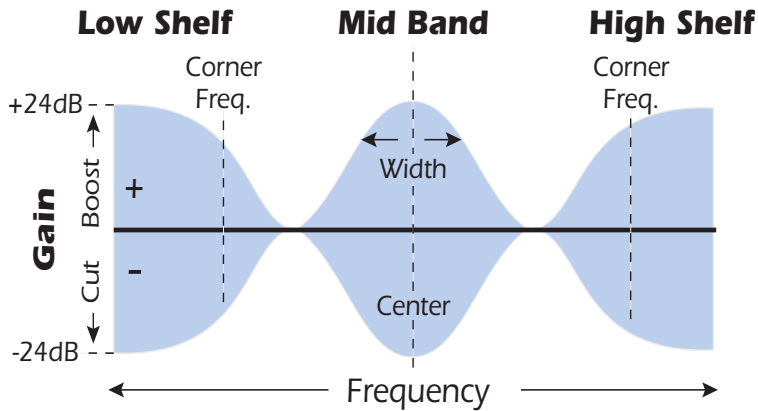
This single band shelving equalizer is useful when you just want to boost or cut a single range of frequencies at the high or low end of the spectrum. For example, if you just want to add a little more bass, there's no need to waste a 3-band EQ. Just choose low shelf, then adjust the gain and frequency. This EQ offers up to $\pm 15\text{dB}$ cut or boost.



Parameter	Description
Shelf Type	Allows you to choose either low shelving or high shelving EQ.
Gain	Sets the amount of cut (-) or boost (+) of the shelf. Range: -15dB to +15dB
Corner Frequency	Sets the frequency where the signal begins getting cut or boosted with the Gain control. Range: 80Hz to 16kHz

3-Band EQ

This versatile equalizer provides two shelving filters at the high and low ends of the frequency range and a fully parametric band in the center. Up to ± 24 dB of boost or cut is provided for each band.



■ **Note:** The Wet/Dry Mix control on an equalizer should normally be set to 100% wet or unpredictable results may occur.

► Setting up a Parametric EQ

1. Turn up the gain on the band you are working with. This allows you to easily hear the effect of the filter.
2. Reduce the bandwidth if you are working with a mid-band.
3. Adjust the Center Frequency to “zero-in” on the frequencies you wish to boost/cut.
4. Set the Gain to a positive value to boost frequencies or to a negative value to cut out frequencies.
5. Widen the Bandwidth to create a more natural sound.
6. Adjust and tweak as needed.

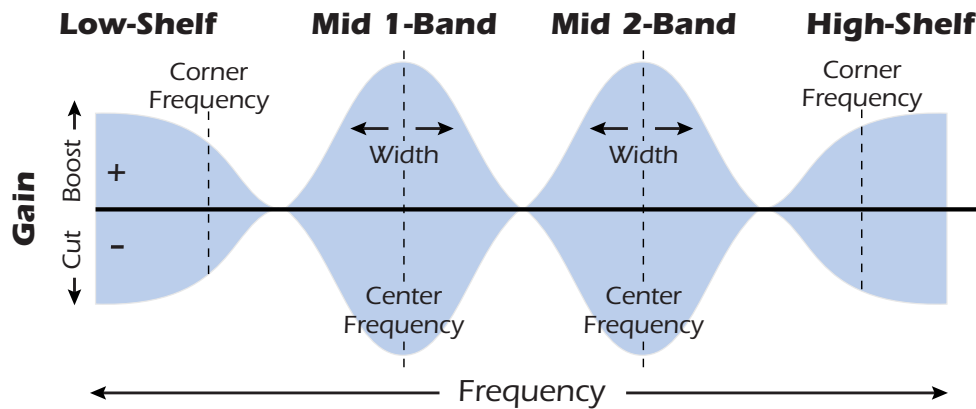
Parameter	Description
High Shelf Gain	Sets the amount of cut (-) or boost (+) of the high frequency shelf. Range: -24dB to +24dB
High Corner Freq.	Sets the frequency where the signal begins getting cut or boosted with the High Gain control. Range: 4kHz to 16kHz
Mid Gain	Sets the amount of cut (-) or boost (+) of the mid frequency band. Range: -24dB to +24dB
Mid Freq. 1	Sets the range of frequencies to be cut or boosted with the Mid Gain control. Range: 200Hz to 3kHz
Mid Bandwidth	Sets the width of the frequency range for the Mid Center Frequency band that will be cut or boosted by the Mid Gain control. Range: 1 semitone to 1 octave
Low Shelf Gain	Sets the amount of cut (-) or boost (+) of the low frequency shelf. Range: -24dB to +24dB
Low Corner Freq.	Sets the frequency where the signal begins getting cut or boosted with the Low Gain control. Range: 50Hz to 800Hz

4-Band EQ

This 4-band equalizer provides two shelving filters at the high and low ends of the frequency range and two fully parametric bands in the center. Up to ± 24 dB of boost or cut is provided for each band.

Note: The Wet/Dry Mix control on an equalizer should normally be set to 100% wet or unpredictable results may occur.

For more information about setting up a parametric EQ, see [page 55](#).



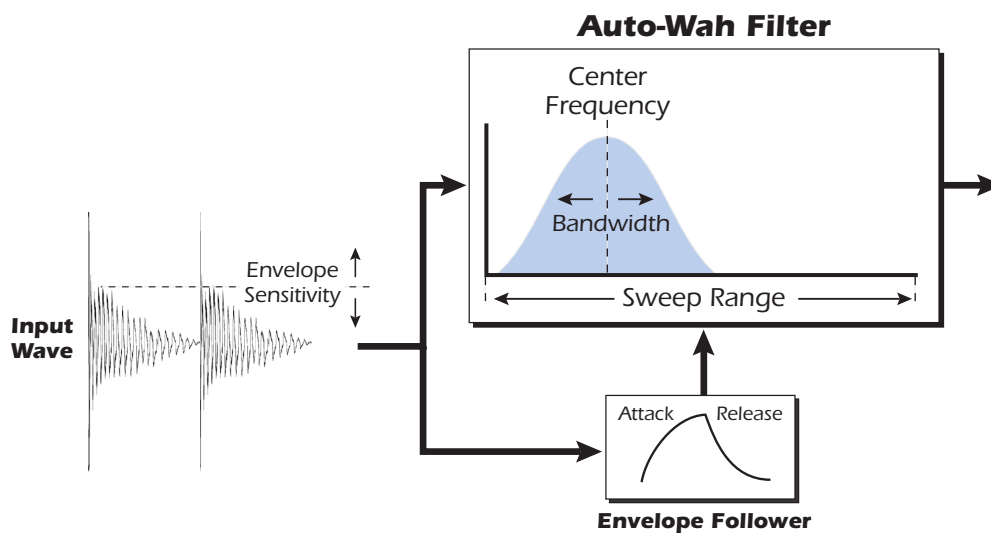
Parameter	Description
High Shelf Gain	Sets the amount of cut (-) or boost (+) of the high frequency shelf. Range: -24dB to +24dB
High Corner Freq.	Sets the frequency where the signal begins getting cut or boosted with the High Gain control. Range: 4kHz to 16kHz
Mid 2 Gain	Sets the amount of cut (-) or boost (+) of the Mid 2 Frequency band. Range: -24dB to +24dB
Mid 2 Center Freq.	Sets the range of frequencies to be cut or boosted with the Mid 2 Gain control. Range: 1 kHz to 8kHz
Mid 2 Bandwidth	Sets the width of the frequency range for the Mid 2 Center Frequency band that will be cut or boosted by the Mid 2 Gain control. Range: .01 octave to 1 octave
Mid 1 Gain	Sets the amount of cut (-) or boost (+) of the Mid 1 Frequency band. Range: -24dB to +24dB
Mid 1 Center Freq.	Sets the range of frequencies to be cut or boosted with the Mid 1 Gain control. Range: 200Hz to 3kHz
Mid 1 Bandwidth	Sets the width of the frequency range for the Mid 1 Center Frequency band that will be cut or boosted by the Mid 1 Gain control. Range: .01 octave to 1 octave
Low Shelf Gain	Sets the amount of cut (-) or boost (+) of the low frequency shelf. Range: -24dB to +24dB
Low Corner Freq.	Sets the frequency where the signal begins getting cut or boosted with the Low Gain control. Range: 50Hz to 800Hz

Auto-Wah

This effect creates the sound of a guitar wah-wah pedal. The “Wah” filter sweep is automatically triggered from the amplitude envelope of the input sound. Auto-wah works well with percussive sounds such as guitar or bass.

The Auto-Wah is a bandpass filter whose frequency can be swept up or down by an envelope follower, which extracts the volume contour of the input signal. The Envelope Sensitivity setting allows you to properly set up the envelope follower to receive a wide variety of input signals. This “envelope”, or volume contour, controls the frequency of the bandpass filter so that it sweeps up and down with each new note. The Attack controls the rate of the note-on sweep. As the input sound fades away, the filter sweeps back at a rate determined by the Release setting.

The wah direction allows the filter to be swept either up or down in frequency. Use a higher Center Frequency setting when the wah direction is down.



Parameter	Description
Wah Direction	Allows you to sweep the wah up or down.
Env. Sensitivity	Controls how closely the wah sweep follows the input signal. Range: -12dB to +18dB
Env. Attack Time	Sets the starting rate of the “wah” sweep. Range: 0ms to 500ms
Env. Release Time	Sets the ending or release rate of the “wah” sweep. Range: 10ms to 1000ms
Sweep Range	Controls the amount of “wah” sweep. Range: 0% to 100%
Center Frequency	Sets the initial bandpass filter frequency. Range: 80Hz to 2400Hz
Bandwidth	Sets the width of the bandpass filter. Range: 1Hz to 800Hz

Chorus

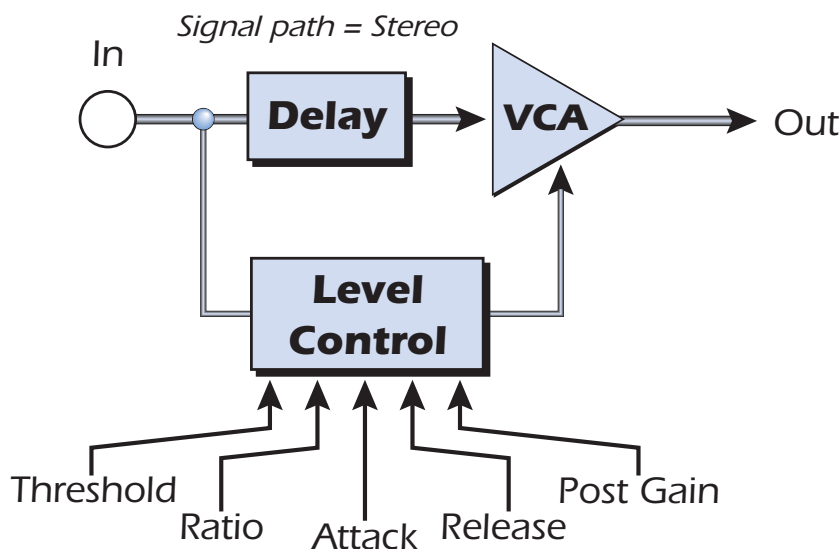
An audio delay in the range of 15-20 milliseconds is too short to be an echo, but is perceived by the ear as a distinctly separate sound. If we now vary the delay time in this range, an effect called chorus is created, which gives the illusion of multiple sound sources. A slight amount of feedback serves to increase the effect. A very slow LFO rate is usually best for a realistic effect, but a faster LFO rate can also be useful with minimal LFO depth (.2). Since this is a stereo chorus, an LFO phase parameter is included which can be used to widen the stereo image.

Parameter	Description
Delay	Sets the length of the delay. Range: 0ms to 20ms.
Feedback	Sets the amount of delayed signal that will be recirculated through the delay line. Range: 0% to 100%
LFO Rate	Sets the frequency of the low frequency oscillator. Range: .01Hz to 10Hz
LFO Depth	Sets how much the LFO affects the delay time. Increases the animation and amount of the chorus effect. Range: 0% to 100%
LFO Waveform	Selectable between Sine or Triangle wave.
LFO L/R Phase	Controls the stereo width by adjusting the phase difference of the LFO waveform between left and right channels. Range: -180° to +180°

Compressor

In its simplest form, an audio compressor is just an automatic gain control. When the volume gets too loud, the compressor automatically turns it down. Compressors are useful in musical applications because they allow you to record a “hotter” signal without overloading the recording device.

Since the compressor turns **down** the gain of the signal, you might wonder how can it make the signal level stronger. A Post Gain control allows you to boost the output gain of the compressor in order to make up for the gain reduction. The overall level is higher and only turned down when the signal level gets too loud. This level is called the *Threshold*, which just happens to be the most important control on the compressor.



Basic Controls

The three main controls of a compressor are the *Ratio* control, the *Threshold* control and the *Gain* control.

If the signal falls below the **Threshold**, no processing will take place. Signals exceeding the Threshold will have gain reduction applied as set by the ratio control. This important control allows you to dial in the range of amplitudes you want to tame. For example, if you're trying to trim off just the loudest peaks, set the threshold so the gain reduction meter only shows compression during these peaks. One of the biggest mistakes in using a compressor is having the threshold set too low. This adds noise as the compressor will always be reducing the volume.

The **Ratio** control determines how strongly the compressor will affect the signal. The higher the ratio, the more reduction will be applied. If the ratio is high enough, (*above 10:1*) the signal will effectively be prevented from getting any louder. In this situation, the compressor will be acting as a **Limit**er, placing an upper limit on the signal level. In general, ratios from 2:1 to 6:1 are considered compression and higher ratios above 10:1 are considered limiting.

The **Post Gain** control amplifies the signal after it has been compressed to bring it back up in volume. If you don't increase the gain, the compressed signal will be much lower in volume.

Two other important controls are **Attack** and **Release**. Attack controls how quickly the gain is turned down after the signal exceeds the threshold. Release controls how fast the gain is returned to its normal setting after the signal has fallen below the threshold again. An attack setting of about 10 milliseconds will delay the onset of compression long enough to preserve the attack transients in guitar, bass or drums while allowing the sustain portion of the sound to be compressed. Longer release times are generally used to reduce the so called "pumping" effect as the compressor turns on and off. Don't make the release time too long, however, or the compressor won't have time to recover for the next pluck or hit. In general, the attack and release controls are used to smooth out the action of the compressor, but they can also be used to create special effects.

The Pre-Delay parameter lets the level detector "look into the future" up to 4 milliseconds in order to anticipate upcoming peaks in the signal. This is accomplished of course, by inserting delay into the signal path. This lookahead technique allows the use of slower attack times without missing signal peaks. This parameter is especially effective on drums and percussion.

The Input Meter allows you to monitor the strength of your input signal. Always try to boost the signal before the compressor if you can.

The Compression Meter shows the amount of gain reduction being applied. Since this meter displays how much the gain is being turned *down*, the meter moves from right to left, instead of left to right like a normal meter.

Parameter	Description
Threshold	Threshold sets the input signal level above which dynamic range compression takes place. Everything above the threshold will be brought down in volume. Range: -60dB to +12dB
Ratio	Sets the ratio of input signal level to output signal level, or "how much" compression will be applied. Range: 1:1 to ∞:1
Post Gain	Amplifies the signal after it has been compressed to bring up the volume. Range -60dB to +60dB

Parameter	Description
Attack Time	Controls how quickly the gain is turned down after the signal exceeds the threshold. Range .1 ms to 500ms
Release Time	Controls how fast the gain is returned to its normal setting after the signal has fallen below the threshold. Range: 50ms to 3000ms
Pre-Delay	Allows the use of slower attack times without missing signal peaks. Range: 0ms to 3 ms

Input Meter Allows you to monitor the strength of the input signal.

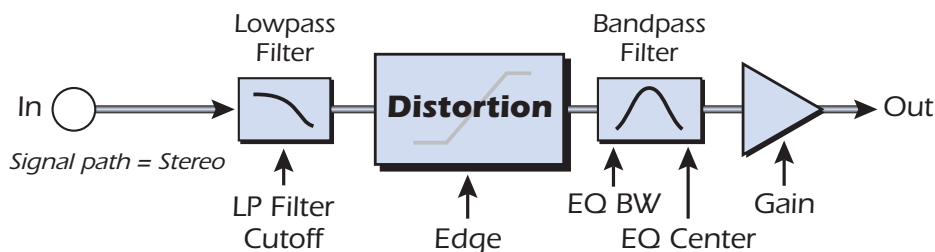
Gain Reduction Meter Shows the amount of gain reduction being applied.

Distortion

Most audio processors aim to provide low distortion, but not this one! The sole purpose of this effect is to add distortion, and lots of it. This effect provides “fuzz box” style, clipping distortion which is particularly effective on guitar, bass, organs, electric pianos or whatever.

The input signal first passes through a lowpass filter. The Lowpass Filter Cutoff Frequency allows you to control the number of new harmonics that will be generated by the distortion element. The distortion element has an Edge control which controls “how much” distortion will be added. A bandpass filter follows the distortion generator. The EQ Center control lets you select a particular band of frequencies to be output. The EQ Bandwidth controls the width of the center frequency band. Finally, a gain control allows you to make up for any gain loss through the effect.

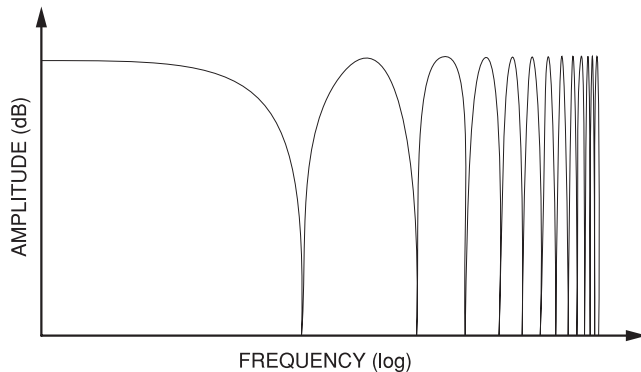
Use the Wet/Dry mix control in conjunction with the Edge control to reduce the amount of distortion, or go wild and turn everything to 11!



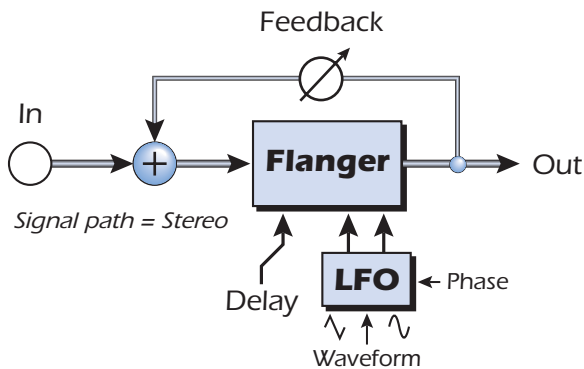
Parameter	Description
Pre EQ LP Cutoff	Controls the amount of high frequency audio admitted to the distortion. Range: 80Hz to 24kHz
Edge	Sets the amount of distortion and new harmonics generated. Range: 0-100
Gain	Sets the output volume of the effect. Range: -60dB to 0dB
Post EQ Center Freq.	Sets the frequency of the output bandpass filter. Range: 80Hz to 24kHz
Post EQ Bandwidth	Sets the width of the output bandpass filter. Range: 80Hz to 24kHz

Flanger

A flanger is a very short delay line whose output is mixed back together with the original sound. Mixing the original and delayed signals results in multiple frequency cancellations known as a comb filter. Since the flanger is a type of filter, it works best with harmonically rich sounds.



A low frequency oscillator is included to slowly change the delay time. This creates a rich, sweeping effect as the notches move up and down across the frequency range. The amount of feedback deepens the notches, intensifying the effect. You can invert the feedback signal by choosing a negative feedback value. Inverting the feedback signal creates peaks in the notch filter and deepens the effect.



Parameter	Description
Delay	Sets the initial delay of the flanger in .01 millisecond increments. This parameter allows you to “tune” the flanger to a specific frequency range. Range: .01ms to 4ms
Feedback	Controls how much signal is recirculated through the delay line and increases resonance. Negative values can produce intense flanging with some signals. Range 0% to 100%
LFO Rate	Sets the speed of the flanger sweep. Range: .01 Hz to 10Hz
LFO Depth	Sets how much the LFO affects the delay time. Increases the animation and amount of the flanging effect. Range 0% to 100%
LFO Waveform	Selectable between Sine or Triangle wave.
LFO L/R Phase	Controls the stereo width by adjusting the phase difference between the left and right sweeps. Range: -180° to +180°

Freq Shifter

This unusual effect is sometimes called “spectrum shifting” or “single sideband modulation”. Frequency shifting shifts every frequency in the signal by a fixed number of Hz which causes the harmonics to lose their normal relationship. The more common pitch shifter, in contrast, preserves the harmonic relationships of the signal and so is better suited to creating “musical” harmonies.

This isn’t to say that the frequency shifter can’t be used musically. Small intervals of frequency shifting (1 Hz and below) can produce a wonderful, lush chorusing or phasing effect. For bizarre frequency shifting effects, simply crank up the frequency knob. Frequencies can be shifted up or down by any specified amount from .1 Hz to 24 kHz. You can also shift pitch up on one side and down on the other if you wish.

❖ You can also type in exact frequencies to a resolution of 1/10 Hz.

Comparison between Pitch and Frequency Shifting

Harmonic	Original (Hz)	Pitch Shifted (100 Hz)	Frequency Shifted (100 Hz)
1	200	300	300
2	400	600	500
3	600	900	700
4	800	1200	900
5	1000	1500	1100
6	1200	1800	1300
7	1400	2100	1500
8	1600	2400	1700

Parameter	Description
Frequency	Sets the number of Hz that will be added or subtracted with every harmonic in the signal. Range: .01Hz to 24kHz
Left Direction	Sets pitch shift up or down for the left channel.
Right Direction	Sets pitch shift up or down for the right channel.

Leveling Amp

The first compressors developed in the 1950's were based on a slow-acting optical gain cells which were able to control the signal level in a very subtle and musical way. This effect is a digital recreation of the leveling amps of yesteryear.

The leveling amp uses a large amount of "lookahead delay" to apply gentle gain reduction. Because of this delay, the leveling amp is not suitable for applications which require realtime monitoring of the signal. This smooth and gentle compressor is designed to be used in situations where delay does not pose a problem, such as mastering a mix or compressing prerecorded stereo material.

Post Gain is the only control on the leveling amp. This control is used to make up the volume lost by the compression. The Compression Ratio is fixed at about 2.5:1. If a large peak is detected, the effect will automatically increase the compression ratio to keep the audio output controlled.

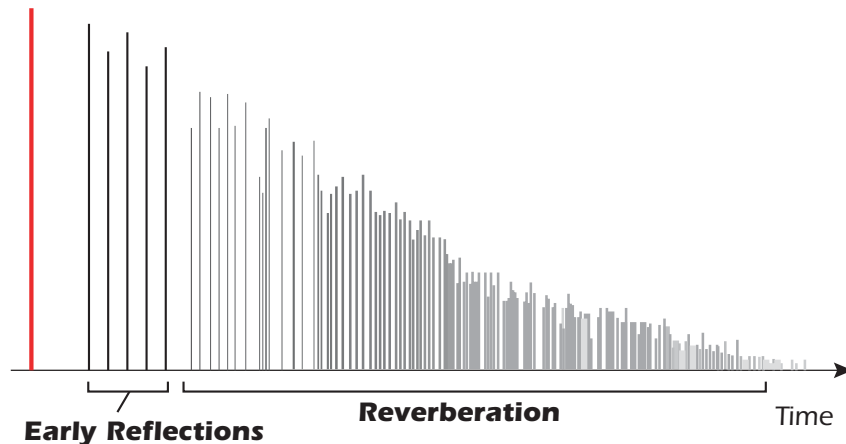
The gain reduction meter shows you how much gain reduction is being applied. Since the gain reduction meter displays how much the gain is being turned *down*, the meter moves from right to left, instead of left to right like most meters.

Post Gain	Amplifies the signal after it has been compressed to bring up the volume. Range 0dB to 36dB
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Lite Reverb

Reverberation is a simulation of a natural space such as a room or hall. The Lite Reverb algorithm is designed to simulate various rooms and reverberation plates while using fewer DSP resources than the Stereo Reverb. Up to five Lite Reverbs can be used at once.

Decay time defines the time it takes for the reflected sound from the room to decay or die away. The diagram below shows a generalized reverberation envelope.



After a short pre-delay period, the echoes from the closest walls or ceiling are heard. These first echoes, or *Early Reflections*, vary greatly depending on the type of room. Some time after the early reflection cluster ends, the actual *Reverberation* (a dense cloud of complex wall reflections) begins and decays according to the time set by the Decay Time parameter. The Reverberance parameter controls the density and smearing of both the early reflections and the reverberation cloud.

High frequency energy tends to fade away first as a sound is dissipated in a room. The High Frequency Decay Factor adjusts the time it takes for the high frequency energy to die away and thus changes the characteristics of the room. Rooms with smooth, hard surfaces are more reflective and have less high frequency damping. Rooms filled with sound absorbing materials, such as curtains or people, have more high frequency damping.

The Low Frequency Decay Factor parameter adjusts the time it takes for the low frequencies to die away. This control adjusts the “boominess” of the room.

Parameter	Description
Decay Time	Sets the reverb decay time. Range: 0% to 100%
HF Decay Factor	Sets the rate at which high frequencies die away. The high frequencies last longer as the percentage is increased. Range: 0% to 100%
LF Decay Factor	Sets the rate at which low frequencies die away. The low frequencies last longer as the percentage is increased. Range: 0% to 100%
Early Reflections	Sets the volume of the initial wall reflections. Range: 0% to 100%
Reverberance	Sets the amount of scattering of the early reflections and the reverberation cloud. Range: 0% to 100%

Mono Delays - 100, 250, 500, 750, 1500, 3000

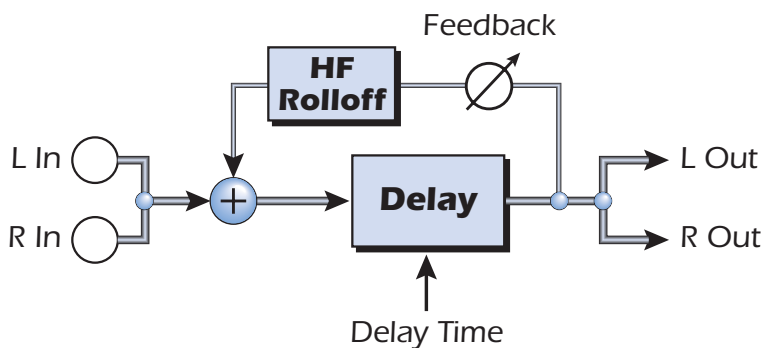
A delay line makes a copy of the incoming audio, holds it in memory, then plays it back after a predetermined time. The delay number refers to the maximum delay time that can be produced by the delay line. The six lengths, from 100 ms to 3 seconds, allow you to make the most efficient use of the effect memory resource.

Long delays produce echoes, short delays can be used for doubling or slapback effects. Very short delays can be used to produce resonant flanging and comb filter effects or create monotone robotic-sounding effects (Hint: use feedback). Stereo signals are summed together before entering the Mono Delay.

There is also a feedback path to send the delayed audio back through the delay line. When creating echo effects, the feedback controls how many echoes will be produced. With short delays, the feedback control acts as a *resonance* control, increasing the amount of comb filtering produced by the delay line. [Comb filtering: See page 61.](#)

A High Frequency Rolloff filter in the feedback path cuts some of the high frequency energy each time the audio goes through the delay line. This simulates the natural absorption of high frequencies in a room and can also be used to simulate tape-based echo units.

The Wet/Dry mix controls how loud the echoes are in relation to the original signal.

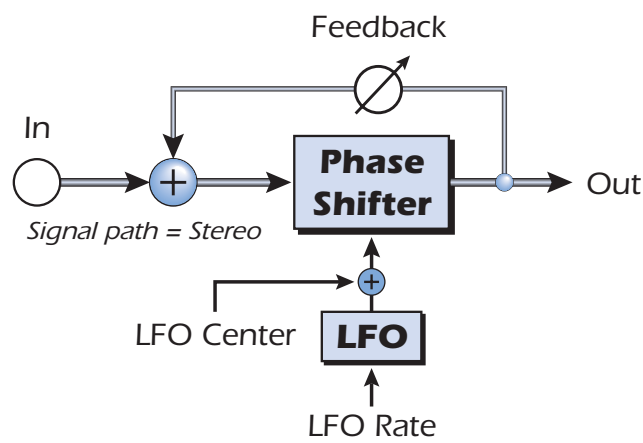


Parameter	Description
Delay Time	Sets the length of the delay in milliseconds. (.01ms. minimum increment between settings)
Mono Delay 100	Range: 1 millisecond to 100 milliseconds
Mono Delay 250	Range: 1 millisecond to 250 milliseconds
Mono Delay 500	Range: 1 millisecond to 500 milliseconds
Mono Delay 750	Range: 1 millisecond to 750 milliseconds
Mono Delay 1500	Range: 1 millisecond to 1.5 seconds
Mono Delay 3000	Range: 1 millisecond to 3 seconds
Feedback	Sets the amount of delayed signal that will be recirculated through the delay line. Range: 0% to 100%
High Freq. Rolloff	Damps high frequencies in the feedback path. Range: 0% to 100%

Phase Shifter

A phase shifter produces a fixed number of peaks and notches in the audio spectrum which can be swept up and down in frequency with a low frequency oscillator (LFO). This creates a swirly, ethereal sound with harmonically rich sound sources of a type of pitch shift with simpler sounds. The phase shifter was invented in the 1970's and the characteristic sound of this device evokes emotions of that musical era.

By setting the LFO Depth to zero and tuning the LFO Center, a fixed multi-notch filter is created.



Parameter	Description
LFO Center	Sets the initial offset of the LFO and changes the position of the peaks and notches. Range: 0% to 100%
Feedback	Increases the depth of the notches and height of the peaks. Range: 0% to 100%
LFO Rate	Controls the sweep rate of the Low Frequency Oscillator. Range: .01Hz to 10Hz
LFO Depth	Controls how much the Center Frequency is swept by the LFO. Range: 0% to 100%
Waveform	Selects a Sine or Triangle wave for the LFO
LFO L/R Phase	Controls the stereo width by adjusting the phase difference between the left and right sweeps. Range: -180° to +180°

Rotary

This is a simulation of a rotating speaker used on organs. The rotating speaker was invented to give static organ tones a pipe organ type of animation, but this distinctive sound became a legend in its own right. Spinning a sound around the room creates a doppler pitch shift along with many other complex and musically pleasing sonic effects. The Rotary incorporates acceleration and deceleration as you switch between the two speeds.

Parameter	Description
Speed	Switches between slow or fast rotor speeds with acceleration and deceleration as the speed changes.

Speaker Simulator

The Speaker Simulator provides realistic guitar speaker responses and is designed for use with guitar, bass or synthesizer. Twelve popular guitar amp speaker cabinets are modeled.

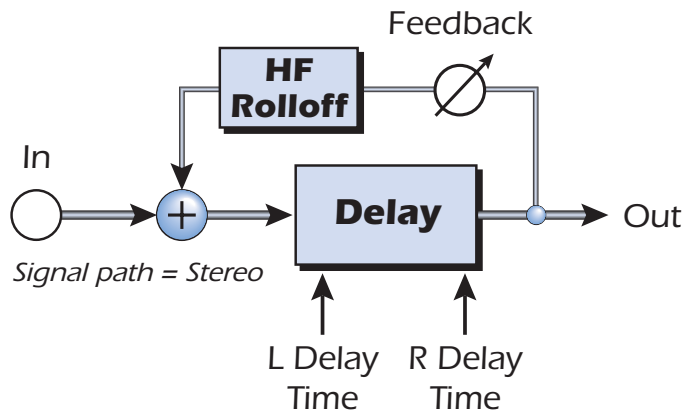
There is only one parameter on this effect. Just select the speaker you want and listen. Normally this effect should be used with the Mix control set to 100%.

Speaker Type	Description
British Stack 1 & 2	Modeled from a British 8-speaker high power amplifier stack.
British Combo 1-3	Modeled from a British 2-speaker combo amplifier.
Tweed Combo 1-3	Modeled from an American, 1950's era, 2-speaker combo amplifier.
2 x 12 Combo	Modeled from an American, 1960's era, 2-speaker combo amplifier.
4 x 12 Combo	Modeled from an American, 1960's era, 4-speaker amplifier set.
Metal Stack 1 & 2	Modeled from a modern era, power amplifier stack.

Stereo Delays - 100, 250, 500, 750, 1500

The Stereo Delays are true stereo delay lines in that the left and right channels are kept entirely separate from each other. The delay number refers to the maximum delay time that can be produced by the delay lines. The five different lengths, from 100 ms to 1.5 seconds, allow you to make the most efficient use of the effect memory resource.

Because the left and right channels can have different delay times, you can create a panning effect by setting one delay long and the other short. Very short delay times combined with a high feedback amount can be used to create monotone robotic-sounding effects. Using the longer stereo delays, you can “overdub” musical lines one on top of the other with the feedback control turned up.

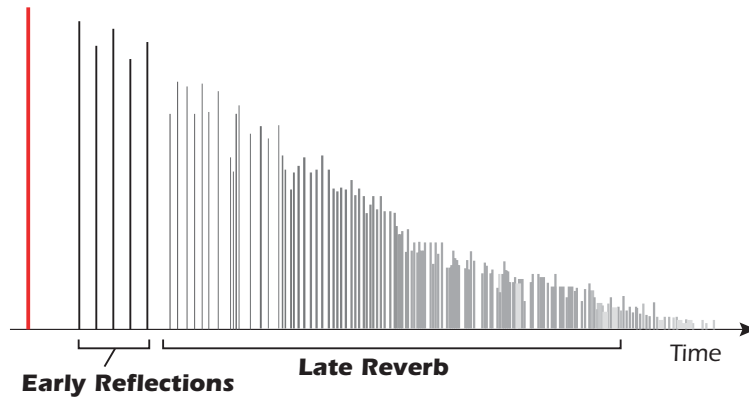


Parameter	Description
Left Delay Time	Sets the length of the delay for the left channel in milliseconds.
Right Delay Time	Sets the length of the delay for the right channel in milliseconds.
Delay Time (L & R)	<i>(.01 ms. minimum increment between settings)</i>
Stereo Delay 100	Range: 1 millisecond to 100 milliseconds
Stereo Delay 250	Range: 1 millisecond to 250 milliseconds
Stereo Delay 500	Range: 1 millisecond to 500 milliseconds
Stereo Delay 750	Range: 1 millisecond to 750 milliseconds
Stereo Delay 1500	Range: 1 millisecond to 1.5 seconds
Feedback	Sets the amount of delayed signal that will be recirculated through the delay line. Range: 0% to 100%
High Freq. Rolloff	Damps high frequencies in the feedback path. Range: 0% to 100%

Stereo Reverb

Reverberation is a simulation of a natural space such as a room or hall. The stereo reverb algorithm is designed to simulate various halls, rooms and reverberation plates.

Decay time defines the time it takes for the reflected sound from the room to decay or die away. The diagram below shows a generalized reverberation envelope.



After a short pre-delay period, the echoes from the closest walls or ceiling are heard. These first echoes, or early reflections, vary greatly depending on the type of room. Some time after the early reflection cluster ends (late reverb delay), the late reverberation (a dense cloud of complex wall reflections) begins and decays according to the time set by the Decay Time parameter.

Diffusion is the amount of scattering and density of the late reverberation cloud. Rooms with many complex surfaces have more diffusion than bare rooms.

High frequency energy tends to fade away first as a sound is dissipated in a room. The High Frequency Damping parameter adjusts the time it takes for the high frequency energy to die away and thus changes the characteristics of the room. Rooms with smooth, hard surfaces are more reflective and have less high frequency damping. Rooms filled with sound absorbing materials, such as curtains or people, have more high frequency damping.

The Low Frequency Damping parameter adjusts the time it takes for the low frequencies to die away. This control adjusts the “boominess” of the room.

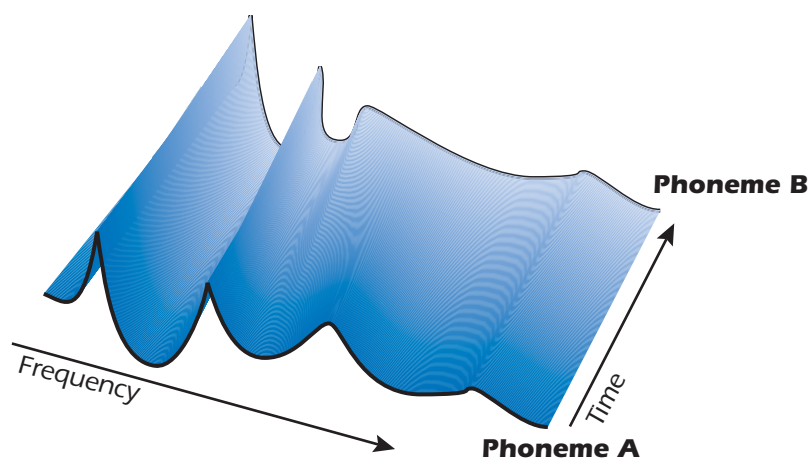
Parameter	Description
Decay Time	Sets the length of the Late Reverb. Range 1.5 to 30seconds
Early Reflections Level	Sets the volume of the initial wall reflections. Range: 0% to 100%
Early/Late Reverb Bal	Adjusts the balance between early reflections and late reverb. Range: 0% to 100%
Late Reverb Delay	Sets the time between early reflections and the onset of the late reverb cloud. Range: 1ms to 350ms
Diffusion	Sets the amount of scattering of the late reverb cloud. Range: 0% to 100%
High Freq. Damping	Sets the rate at which high frequencies die away. Range: -10.0 to +3.0 damping factor
Low Freq. Damping	Sets the rate at which low frequencies die away. Range: -10.0 to +3.0 damping factor

Vocal Morpher

This unique effect allows you to select two vocal phonemes and morph between them using an LFO. Phonemes are the consonants and vowels we use in articulating speech sounds and these sounds are very distinctive and evocative. 30 different phonemes are available and these can be shifted up or down in pitch for even more effects.

To use the Vocal Morpher, you just select Phoneme A and Phoneme B from the list of thirty. Now the LFO automatically morphs back and forth between the two selected phonemes, creating interesting vocal articulations. The rate of the LFO is adjustable and you can select between Sine, Triangle or Sawtooth waveforms. The sine and triangle waves fade smoothly. The sawtooth wave gradually fades, then jumps abruptly back.

When the frequency of the A or B Phonemes is shifted up or down, entirely new effects can be produced. These frequency controls can also be used to tune the phoneme frequencies to the range of audio you are processing.



List of Available Phonemes

A	E	I	O	U	AA
AE	AH	AO	EH	ER	IH
IY	UH	UW	B	D	F
G	J	K	L	M	N
P	R	S	T	V	Z

Parameter	Description
Phoneme A	Select any of the available Phonemes for Phoneme A.
Phoneme A Tuning	Adjusts the frequency of Phoneme A up or down 2 octaves in semitone intervals. Range: -24 semitones to +24 semitones
Phoneme B	Select any of the available Phonemes for Phoneme B.
Phoneme B Tuning	Adjusts the frequency of Phoneme B up or down 2 octaves in semitone intervals. Range: -24 semitones to +24 semitones
LFO Rate	Controls how fast the phonemes morph back and forth. Range: .01Hz to 10Hz
LFO Waveform	Selects the waveform for the morph: Sinusoid, Triangle, Sawtooth

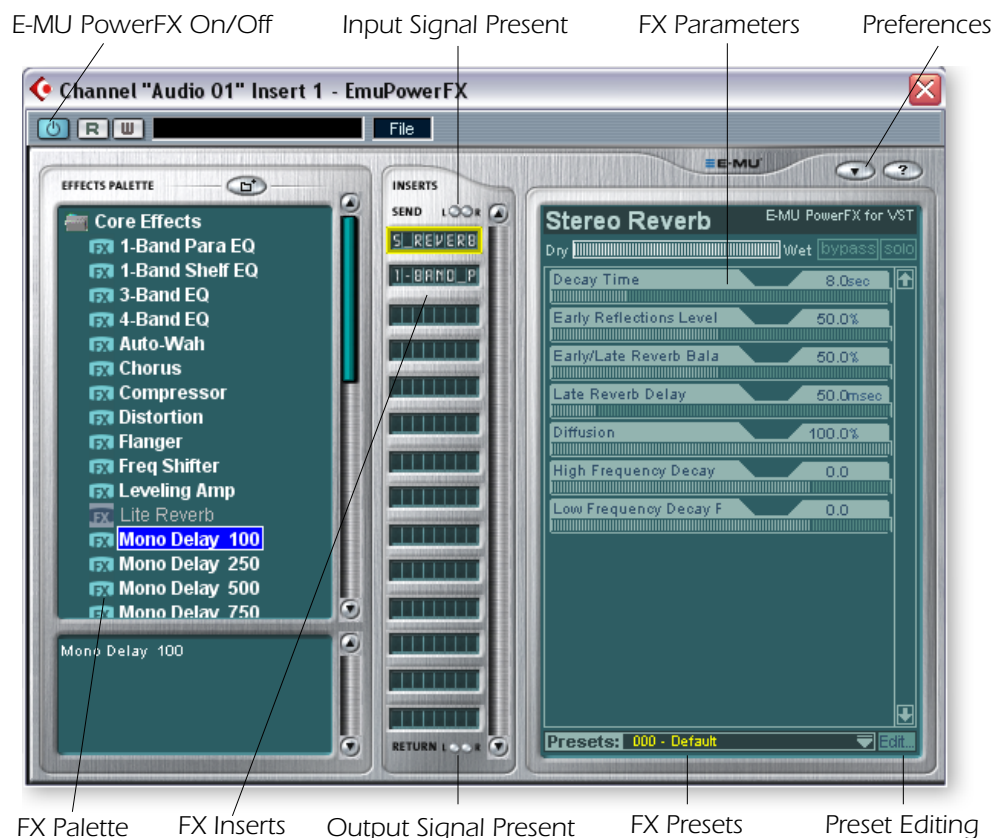
E-MU PowerFX

The hardware-accelerated effects of the E-MU Digital Audio System can also be used as VST inserts in Cubase. E-MU PowerFX allow you to use PatchMix DSP effects from within Cubase with minimal load on your CPU.

E-MU PowerFX incorporate smart time alignment technology which automatically compensates for system latencies and ensures proper synchronization of audio throughout the VST chain (if the host application supports this feature).

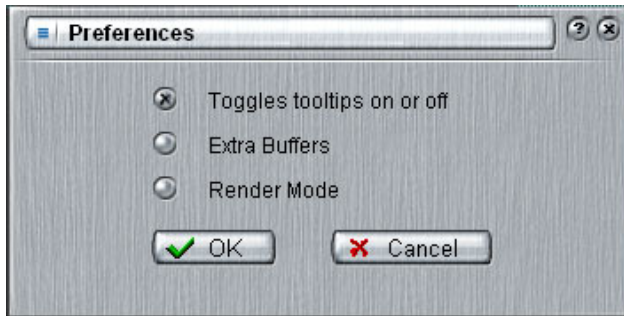
▼ E-MU PowerFX are not available at 88.2kHz, 96kHz, 176.4kHz and 192kHz sample rates.

❖ Cubase SX/SL/LE 2.0, Nuendo and Sonar (using the Cakewalk VST adapter 4.4.1) implement VST 2.X auto delay compensation.




Parameter	Description
PowerFX On/Off	Enables or bypasses E-MU PowerFX.
FX Palette	Select from a single "Core" effect or a Multi -Effect.
FX Inserts	Drop Effects from the FX Palette here.
Signal Present LEDs	These indicators turn blue to show the presence of input and output signals.
FX Parameters	Select the desired effect in the center insert section, then adjust the wet/dry mix and parameters for the effect.
FX Presets	Select from the list of preprogrammed effect presets here.
Preset Editing	Click here to Save, Delete, Rename or Overwrite a User Preset. See the "User Preset Section" for more information

Parameter	Description
Preferences	<p>The Preferences menu allows you to:</p> <ul style="list-style-type: none"> ▪ Toggle the Tooltips On or Off ▪ Extra Buffers - Check this box if excessive stuttering occurs when using E-MU PowerFX in your VST Host application. This box should be checked when using Fruity Loops. ▪ Render Mode - Induces realtime rendering in applications which do not support realtime rendering (WaveLab, Sound-Forge).




► To Setup & Use E-MU PowerFX:

Setup Cubase or Cubasis

1. Launch Cubase or Cubasis.
2. Instantiate **E-MU PowerFX** in an Insert or Aux Send location within Cubase.
3. Press the Insert Edit button  in Cubase to bring up the E-MU PowerFX plug-in window shown on the previous page.

Setup E-MU PowerFX

4. Make sure the blue button  is illuminated, indicating that E-MU Power FX is on. The blue "Signal Present" indicators will be illuminated if E-MU PowerFX is properly patched into a signal path.
5. Drag the desired effects from the Effects Palette to the center Insert strip.
6. Click on the Effect you wish to edit in the center Insert Strip (*it will highlight in yellow*), then adjust the effects parameters in the right section of the window.
7. You can also select or edit User Presets from the section below the FX parameters. See the ["User Preset Section"](#) for more information.

Add Delay Compensation *(if needed)*

If you are using Cubase VST 5.1, you will have to insert an E-Delay Compensator into any other audio tracks to keep them time-aligned.

8. Simply insert an E-Delay Compensator plug-in into the same insert location you used for E-MU PowerFX on any other audio tracks. That's it.



▼ Using any driver other than "E-MU ASIO" may produce undesirable results when using E-MU PowerFX.

Automating E-MU PowerFX

E-MU PowerFX can be automated in Cubase LE (or other recording host) just like any other VST effect. When “Write Automation” is activated in Cubase, control changes made in the PowerFX window during playback will be recorded on a special “Automation Subtrack”. When “Automation Read” is activated, the recorded control changes will be played back.

▼ Steinberg Cubasis does not have the control automation feature.

► To Record E-MU PowerFX parameter changes in Cubase LE

1. Add E-MU PowerFX as a Channel Insert.
2. Rewind the song and enable “Automation Write” by pressing the WRITE button  on, illuminating it. (Refers to Cubase LE. If you are using another application, refer to the documentation.)
3. Bring the E-MU PowerFX window to the front and select the Effect you want to automate. The effect parameters appear in the TV screen. Make sure the blue “On” button is lit.
4. Press the **Play** button on the Cubase Transport control. The song begins playing.
5. Adjust the E-MU PowerFX controls to achieve the effect you want. Rewind the song when finished.
6. Disable “Automation Write” and enable “Automation Read” . Playback the song to hear and view your changes.
7. To edit Automation, first enable both “Automation Write” and “Automation Read” and press **Play**. Cubase LE begins overwriting as soon as you change a control.
8. If you don’t like the results and want to try again, select **Show Used Automation** from the Project menu. The Automation Subtrack appears. Next, click in the Parameter Display and select **Remove Parameter**.

Note: This only erases one automation parameter from the Automation Subtrack. To erase multiple control edits, repeat the procedure above. See the Cubase LE manual for more specific information about automation editing.

▼ Once you have recorded or drawn automation, do not delete or move effects from the Insert Strip. Doing so will result in unpredictable behavior.

E-MU PowerFX Resource Availability

Because different collections of VST plug-ins and PatchMix Sessions can be run simultaneously, it is possible to load a Cubase Song or PatchMix Session for which resources are not available. If DSP resources are NOT available for an existing setup:

- E-MU PowerFX loads a Hardware I/O Path and simply passes audio through without any effects. The effects insert slot(s) in E-MU PowerFX will be “redDED out”.
- If no Hardware I/O Paths are available, the plug-in will be disabled and run in a soft pass-through mode. The effects insert slot(s) in E-MU PowerFX will be “grayed out”.
- If DSP resources ARE available, but no Hardware I/O Paths are available, the plug-in will run in soft pass-through mode.
- If the sample rate is changed in the middle of a E-MU PowerFX session, E-MU PowerFX plug-ins will be bypassed, since the hardware effects cannot operate at 88kHz, 96kHz, 176.4kHz or 192kHz.

E-MU PowerFX Compatibility Chart

Application Name	Compatible?	Note	Render	Extra Buffers
Steinberg Cubase VST 5.1	Yes		Off	Off
Steinberg Cubase SX 1	Yes		Off	Off
Steinberg Cubase SX 2	Yes	Instrument Freeze triggers error if not in render mode.	Off	Off
Steinberg Cubase LE	Yes		Off	Off
Steinberg Cubase SL	Yes		Off	Off
Steinberg WaveLab 4	Yes		On	Off
Steinberg WaveLab Lite (ver 4)	Yes		On	Off
Steinberg WaveLab 5	No	Pops & clicks may occur. (Try 8 buffers at 1024)	On	Either
Sony Acid 4	Yes		On	Off
Sony Vegas 5	Yes		On	Off
Sony SoundForge 7	No	Power FX crashes when launched.	On	Off
Adobe Audition 1.5	No	Audio distortion & immediate lockup.	Any	Any
FruityLoops Studio 4.5	Yes		Off	On
Abelton Live 3.5	No	Distortion when FX parameters are changed.	On	Off
Cakewalk Sonar 3	Yes		Off	Off

Rendering Audio with E-MU PowerFX

Rendering (sometimes called Export) is a mixdown process performed by the host application, which creates a new digital audio file from a multitrack song. Rendering allows a virtually unlimited number of VST effects to be used because the audio processing is performed out of realtime.

E-MU PowerFX and the PatchMix DSP effects are strictly realtime processes. When E-MU PowerFX are used while rendering audio, the rendering process must proceed at realtime rate. Some host applications are not designed to handle realtime rendering and this can cause problems. E-MU PowerFX can be used with these applications if you are willing to follow certain guidelines.

General Tips for Rendering using PowerFX

- If an error message occurs, increase the “ASIO Buffer Latency” setting located in the device Setup dialog box. Depending on your setup, you may have to increase or decrease the Buffer Latency settings to find the setting that works.
- Instead of rendering with E-MU PowerFX, bounce the E-MU PowerFX processed tracks to another track in realtime.
- Check “Realtime Render” in the Render dialog box when using Cubase LE, Cubase SX2 or Cubase SL2. This setting will give the best results.

Tips for using Freeze Mode on Cubase LE

- Make the project length as short as possible. Freeze always renders the entire project length, even if the MIDI track being rendered is shorter.
- **Great Tip:** Temporarily bypass E-MU PowerFX (and any other effects) even when “Freezing” another track. This will allow the track to Freeze faster than realtime.

Using E-MU PowerFX with WaveLab and SoundForge

Stuttering in the audio can occur when rendering with SoundForge or any version of Steinberg WaveLab. This problem is caused by discontinuities in the first few audio buffers as they are fed by WaveLab to E-MU PowerFX. The problem can be eliminated by following these guidelines.

- Check “Render Mode” box in the E-MU PowerFX preferences. See [page 72](#).
- We recommend that you only use the MME/WAVE E-DSP Wave [xxxx] drivers.
- Reduce the “Buffer Size” in the WaveLab, Audio Preferences dialog box. This moves the stuttering to beginning of the file.
- Pad the beginning (and/or end) of your audio file with silence (.5 to several seconds depending on the file). This action causes the buffer discontinuities to occur *before* the song begins.

E-MU VST E-Wire

E-Wire is a special VST/ASIO Bridge which allows you to route digital audio via ASIO to PatchMix and back again.

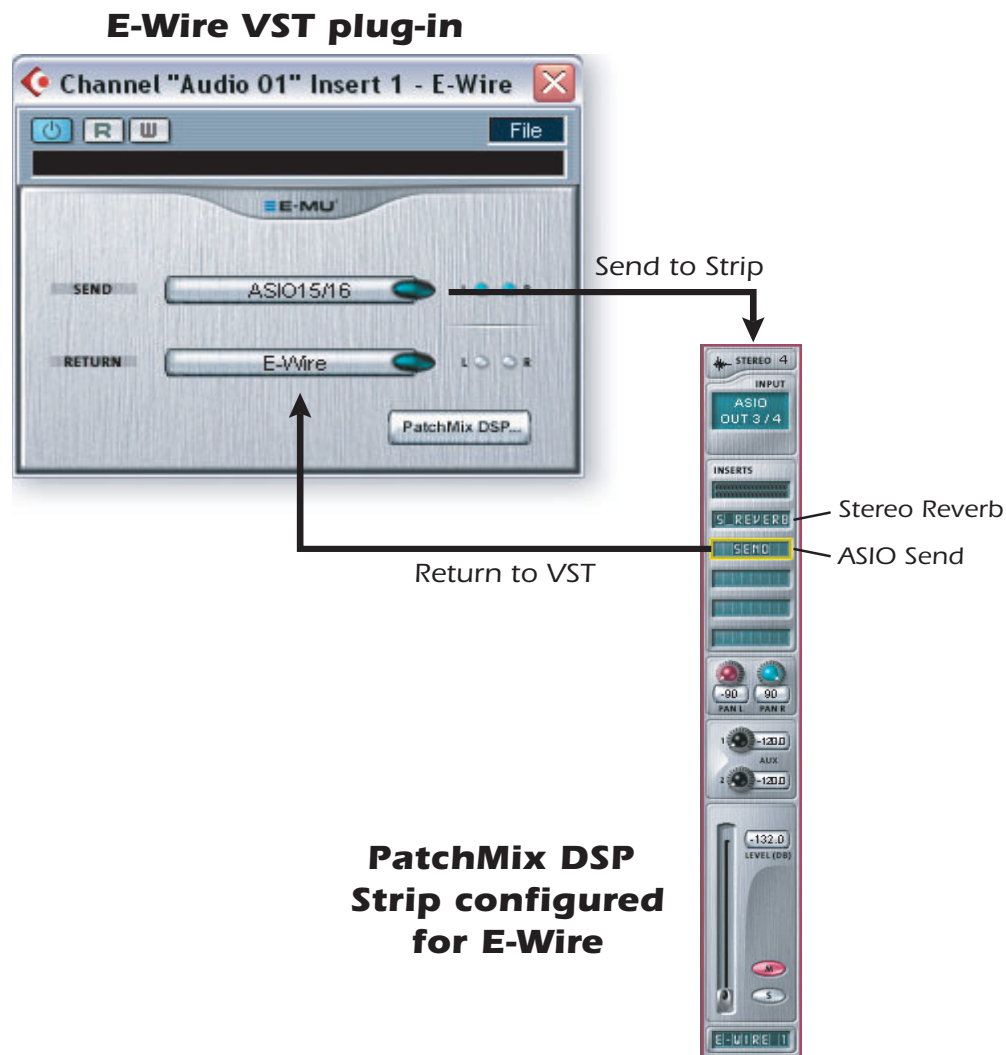
E-Wire VST incorporates smart time alignment technology that automatically compensates for system latencies and ensures proper synchronization of audio throughout the VST chain. In addition, E-Wire also allows you to insert outboard audio gear into the VST environment.

E-Wire has three main components:

- A VST plug-in which handles the audio routing to PatchMix DSP.
- An ASIO mixer strip in PatchMix DSP configured to route audio to the E-Wire plug-in. You simply drop the effects you want to use into this strip.
- For hosts that don't support automatic delay compensation, a manual delay-compensation plug-in can be inserted in Cubase tracks or channels that don't use E-Wire to compensate for ASIO delay.

The diagram below may give you a better idea of how E-Wire works:

■ **Note:** It's easier to use E-MU PowerFX instead of E-Wire if you just want to use the hardware effects. (E-Wire was the precursor to E-MU PowerFX.) However, E-Wire can be very useful because it allows you to route VST inserts or Sends to Physical Inputs and Outputs via PatchMix DSP.



E-Wire bridges the gap between hardware I/O and the VST world. The E-Wire VST plug-in sends audio to a strip containing the desired effect. An ASIO Send routes the audio back to E-Wire VST.

► To Setup and use E-Wire:

Setup PatchMix DSP

1. Open PatchMix DSP application.
2. Insert an ASIO Input mixer strip into PatchMix DSP. (Alternately, you can select "New Session", select "E-Wire Example" and skip to step 6.)
3. Mute the strip or turn the Fader all the way down.
4. Insert an ASIO Send plug-in into one of the inserts on your ASIO strip.
5. Name your ASIO strip as an E-Wire strip.
6. Insert the desired PatchMix DSP effects into slots above the ASIO Send.
7. Save the Session.

Setup Cubase

8. Launch Cubase.
9. Instantiate E-Wire VST in an Insert or Aux Send location within Cubase.
10. Edit the E-Wire plug-in and activate the plug-in by pressing the blue button.
11. Set the ASIO Send and Return on the E-Wire plug-in to match the strip you set up for E-Wire.
12. Done.

E-Delay Compensation

An E-Delay Compensator must be inserted into any other audio tracks that are not using E-Wire in order to keep them time-aligned.

13. Simply insert an E-Delay Compensator plug-in into the same insert location you used for E-Wire on any other audio tracks. That's it.

E-Delay Compensator

As audio is transferred back and forth between the VST host application and the E-MU sound hardware, a delay in the audio stream is incurred. Normally this delay is compensated for automatically by the host application, but not all VST host applications support this automatic compensation.



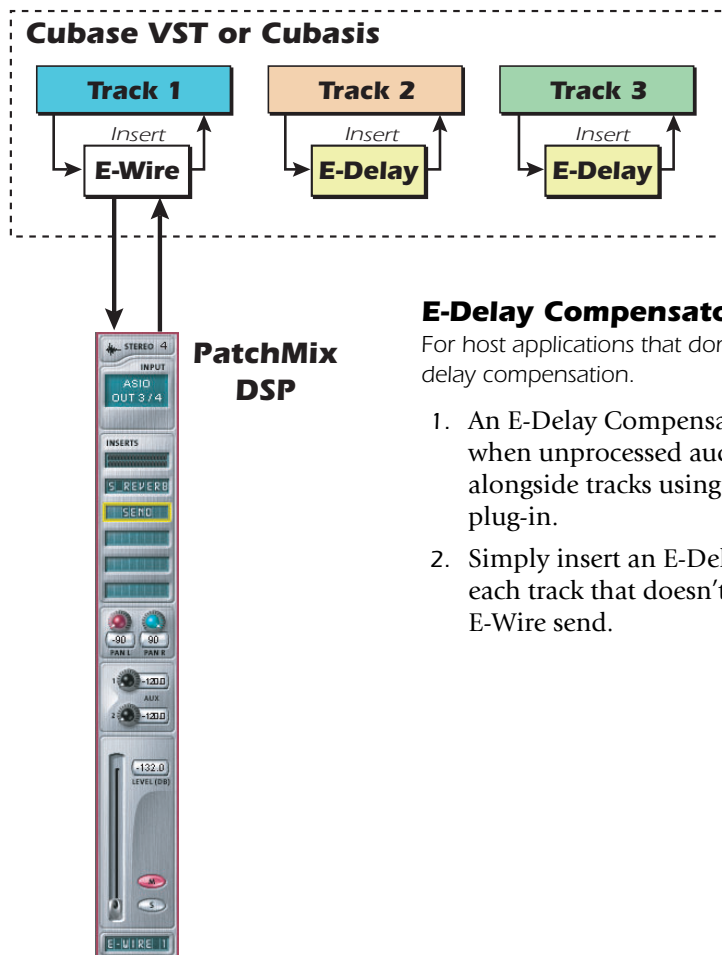
A host will support PowerFX and E-Wire's plug-in delay compensation if it supports the SetInitialDelay feature of the VST 2.0 specification.

Currently automatic delay compensation is supported by the Steinberg 2.0 family (Nuendo 2.x, Cubase SX 2.0, Cubase LE 2.0.), Magix Samplitude 7.x, and Sonar (using the Cakewalk VST adapter 4.4.1, but not, unfortunately, by Steinberg Cubase VST 5.1 and Cubasis).

The E-Delay Compensator utility plug-in is used to manually compensate for the transfer delay for hosts that DO NOT support plug-in delay compensation.

The E-Delay Compensator plug-in is used to delay the “dry” tracks (tracks without a PowerFX or E-Wire as an insert effect) or auxiliary (send) channels. For each dry track or send, add an E-Delay Compensator plug-in to re-align the track. The E-Delay Compensator is automatic and requires no user interaction to operate.

For example, consider a Cubase VST session with two audio tracks. If PowerFX or E-Wire is applied as an insert effect to the first audio track, but not to the second, the first track will be delayed in relation to the second track. The E-Delay Compensator should be added as an insert effect on the second track in order to provide delay compensation.



E-Delay Compensator Use

For host applications that don't support automatic delay compensation.

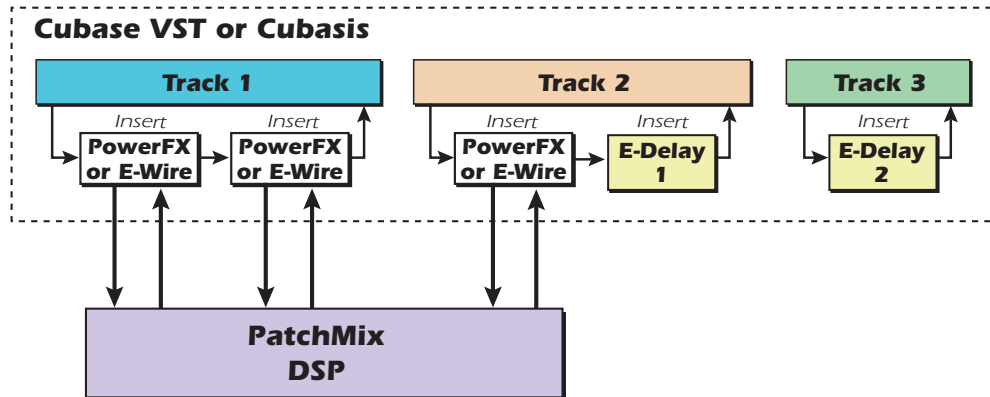
1. An E-Delay Compensator should be used when unprocessed audio tracks are played alongside tracks using a PowerFX or E-Wire plug-in.
2. Simply insert an E-Delay Compensator into each track that doesn't use a PowerFX or E-Wire send.

E-Delay Units Parameter

The Units value in the E-Delay dialog box should be set for the number of times you send ASIO down to the PatchMix DSP mixer and back in a single track. A single PowerFX insert chain with any number of effects only requires one delay unit because there was only one trip to the hardware and back. If you use two Cubase inserts in series on a track both using PowerFX or E-Wire, you would set the number parameter to 2 on all other audio tracks. Each trip down to PatchMix DSP and back to Cubase equals one unit.

In practical use, however, you'll probably never need to use more than one E-Wire VST on a single track since PowerFX effects can be placed in series. We have included this feature "just in case" you need it.

Here's one more example of how to use the E-Delay Compensator with different numbers of PowerFX/E-Wire sends on each track. The delay compensation on each track must equal the track with the maximum number of PowerFX/E-Wire sends. See the diagram below.



Since track 1 uses two PowerFX/E-Wire inserts, the delay of all the other tracks must equal two. Track 2 has one PowerFX/E-Wire insert and so adding one unit of E-Delay keeps it time aligned. Track 3 doesn't use a PowerFX/E-Wire insert and so it needs two E-Delay Units to remain in alignment.

Grouping Tracks

When several tracks require E-Delay Compensation, you can send the output of each track to a group or bus and use a single E-Delay Compensator on the output of the group or bus.

- E-MU Digital Audio System and PatchMix DSP must be installed.
- E-Wire is compatible with Cubase SX/SL/LE, Cubase VST, Wavelab, and Cakewalk Sonar (via DirectX-VST adapter) among others.

6 - Using High Sample Rates

Overview

When operating at 176.4k or 192k sample rates, the mixer functionality and number of I/O channels are slightly reduced. These changes are summarized in the following tables. The number of ADAT channels also decreases at the 88k/96k and 176/192k sample rates (due to the bandwidth limitations of the optical components).

When using 88.2kHz, 96kHz, 176.4kHz or 196kHz sample rates:

- **Effect processors are disabled.** *(Output sends & returns are still available.)*
- **ADAT is reduced to 4 channels at 88k/96k, and 2 channels at 176k/192kHz.**
- **ASIO channels are reduced to 8 stereo ASIO channels at 88k/96k, and 4 stereo ASIO channels at 176k/192kHz.**
- **At the 176.4kHz & 192kHz sample rates, the number of physical inputs and outputs is reduced.**
- **At the 176.4kHz & 192kHz sample rates, S/PDIF optical is disabled**

The ADAT optical interface was originally designed to carry 8 channels at a 48kHz sample rate. We use the Sonorus® S/MUX™ standard to encode audio with higher sample rates onto the ADAT light pipe. In this multiplexing scheme, two ADAT channels are used to carry one 88.2k or 96k stream and four ADAT channels are used to carry one 176k or 192k audio stream. In order to use the ADAT interface at these higher sample rates, you must have other equipment that supports the Sonorus S/MUX standard.

E-MU 1616 System at 176kHz or 192kHz

At the 176.4kHz or 192kHz sample rates you have 4 inputs and 10 output channels.

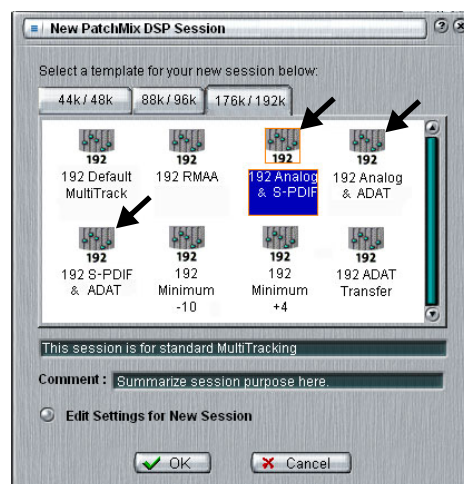
There are three possible input configurations when using the E-MU 1616 system at these high sample rates.

1. Keep all Analog I/O, but lose S/PDIF
2. Keep all Analog I/O, but lose ADAT
3. Keep S/PDIF & ADAT, but lose Line Inputs 2L/2R & Line Outputs 3L/3R

► Selecting a 176/192k Session

The three possible input configurations are selected by choosing a session template containing the desired I/O from the **New Session** window. Once you have selected one of the three session types, you will not be able to change to another type without starting a new session.

1. Select **New Session** from the PatchMix DSP toolbar.
2. Choose the **176k/192k** tab.
3. Select the **Template** that meets your requirements and click **OK**.



Analog & S/PDIF



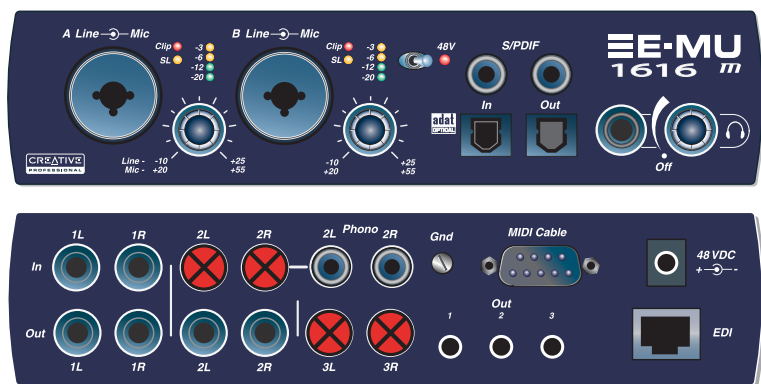
or...

Analog & ADAT



or...

S/PDIF & ADAT



At the 192kHz sample rate, you may choose one of these three options:

1. Keep all Analog I/O, but lose S/PDIF
2. Keep all Analog I/O, but lose ADAT
3. Keep S/PDIF & ADAT, but lose Line Inputs 2L/2R & Line Outputs 3L/3R

E-MU 1616 Inputs & Outputs at 176.4k or 192k

Source	Input Analog & S/PDIF	Output Analog & S/PDIF	Input S/PDIF & ADAT	Output S/PDIF & ADAT	Input Analog & ADAT	Output Analog & ADAT
ADAT	0	0	2	2	2	2
Microphone	2	-----	2	-----	2	-----
Line 1	2	2	2	2	2	2
Line 2	2	2	0	2	2	2
Line 3 (<i>output</i>)	-----	2	-----	0	-----	2
S/PDIF	2	2	2	2	0	0
Total	8	8	8	8	8	8

WDM Recording and Playback Behavior

WDM recording and playback is supported at all PatchMix sample rates. The behavior of the driver with respect to PatchMix sample rate is described below.

When PatchMix and the WDM audio content (.WAV file format, playback and record settings in WaveLab. etc.) are both running at the same sample rate, and when a Wave strip or send is present in the PatchMix mixer configuration, WDM audio will be played or recorded "bit accurate" without sample rate conversion or bit truncation.

When running PatchMix at 44kHz/48kHz, if there is a mismatch between the WDM playback audio content and the PatchMix sample rate, sample rate conversion is performed, so that WDM audio will always be heard or recorded. Also, such non-native-sample-rate audio is truncated to 16-bits.

When running PatchMix at the higher sample rates of 88.2kHz, 96kHz, 176.4kHz or 192kHz, WDM record or playback audio content must be running at the same sample rate as PatchMix. If the sample rates are mismatched, NO AUDIO will be produced or recorded. In other words, the WDM driver does not perform sample rate conversion of any kind when PatchMix is running at 88.2kHz, 96kHz, 176.4kHz or 192kHz.

7 - Appendix

Useful Information

Cables - balanced or unbalanced?

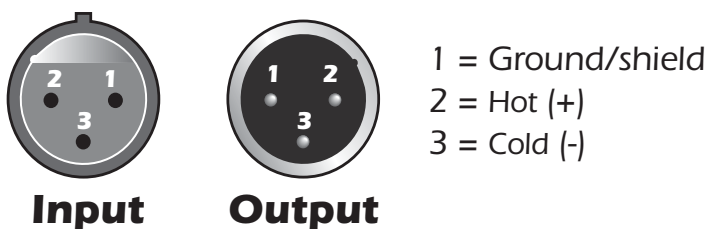
All inputs and outputs on the E-MU Digital Audio System are designed to use either balanced or unbalanced cables. Balanced signals provide an additional +6dB of gain on the inputs and are recommended for best audio performance, although unbalanced cables are fine for most applications. If you're having problems with hum and noise or just want the best possible performance, use balanced cables.

Balanced Cables

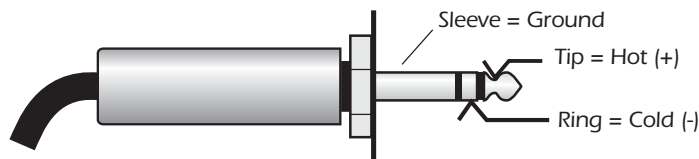
Balanced cables are used in professional studios because they cancel out noise and interference. Connector plugs used on balanced cables are XLR (3-prong mic connector) or TRS (Tip, Ring, Sleeve) 1/4" phone plugs.

▼ **WARNING:** Do NOT use balanced audio cables when connecting balanced outputs to unbalanced inputs. Doing so can increase noise level and introduce hum. Use balanced (3-conductor) cables ONLY if you are connecting balanced inputs to balanced outputs.

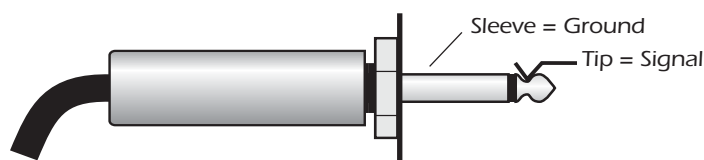
Balanced XLR Connectors



Balanced 1/4" TRS Connectors



Unbalanced 1/4" Connectors



Balanced cables have one ground (shield) connection and two signal-carrying conductors of equal potential but opposite polarity. There is one "hot" or positive lead, and a "cold" or negative lead. At any point in time, both conductors are equal in voltage but opposite in polarity. Both leads may pick up interference, but because it is present both in and out of phase, this interference cancels out at the balanced input connection.

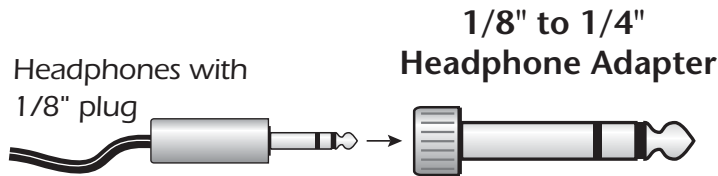
Unbalanced Cables

Unbalanced cables have one conductor and one ground (shield) and usually connect via unbalanced 1/4" phone plugs or RCA phono plugs. The shield stays at a constant ground potential while the signal in the center conductor varies in positive and negative voltage. The shield completely surrounds the center "hot" conductor and is connected to ground in order to intercept most of the electrical interference encountered by the cable. Unbalanced cables are more prone to hum and interference than balanced cables, but the shorter the cable, the less hum and noise is introduced into the system.

Adapter Cables

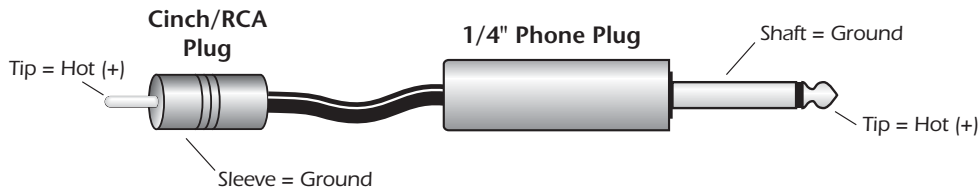
1/8" Mini-phone to 1/4" Adapters

To connect headphones with an 1/8" (mini-phone) plug to the headphone jack on the MicroDock, you need a 1/8" to 1/4" adapter. These handy devices are available at electronic department stores everywhere.



Cinch (RCA) to 1/4" Adapters

Equipment (such as consumer audio gear) which uses Cinch/RCA type connectors can be connected to the MicroDock using readily available adapter cables. These adapters can be found at most stores that sell audio equipment.



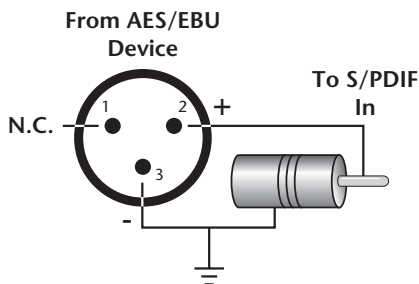
Digital Cables

Don't cheap out! Use high quality optical fiber Toslink (ADAT) cables. It's also a good idea to keep digital cabling as short as possible (1.5 meters for plastic light pipes; 5 meters for high quality glass fiber light pipes).

Use low-capacitance, video-grade cable for coaxial S/PDIF to avoid data corruption.

AES/EBU to S/PDIF Cable Adapter

This simple adapter cable allows you to receive AES/EBU digital audio via the S/PDIF input on the E-MU 02 CardBus card. This cable may also work to connect S/PDIF out from the 02 CardBus card to the AES/EBU input of other digital equipment.



Grounding

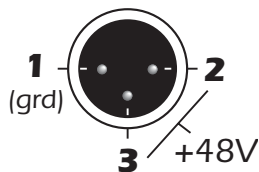
In order to obtain best results and lowest noise levels, make sure that your computer and any external audio devices are grounded to the same reference. This usually means that you should be using grounded AC cables on both systems and make sure that both systems are connected to the same grounded outlet. Failure to observe this common practice can result in a ground loop. 60 cycle hum in the audio signal is almost always caused by a ground loop.

Phantom Power

Phantom power is a dc voltage (+48 volts) which is normally used to power the preamplifier of a condenser microphone. Some direct boxes also use phantom power.

Pins 2 and 3 of the MicroDock microphone inputs each carry +48 volts dc referenced to pin 1. Pins 2 and 3 also carry the audio signal which “rides” on top of the constant 48 volts DC. Coupling capacitors at the input of the MicroDock block the +48 volt DC component before the signal is converted into digital form. The audio mutes for a second when phantom power is turned on.

After turning phantom power off, wait two full minutes before recording to allow the DC bias to drain from the coupling capacitors since the bias could affect the audio headroom.



Balanced dynamic microphones are not affected by phantom power. An unbalanced dynamic microphone may not work properly, but will probably not be damaged if phantom power is left on.

Ribbon microphones should NOT be used with phantom power on. Doing so can seriously damage the ribbon element.

Since ribbon microphones are fairly specialized and generally expensive, you'll know if you own one. Most microphones are either of dynamic or condenser type and these are not harmed by phantom power.

Appearance Settings in Windows

Adjusting the “Performance Options” in Windows will improve the screen appearance when moving the mixer around on the screen.

► To Improve the Appearance Settings:

1. Open the Windows Control Panel. (*Start, Settings, Control Panel*).
2. Select **System**. Select the **Advanced Settings** tab.
3. Under Visual Effects, select **Adjust for Best Performance**. Click **OK**.

Technical Specifications

Specifications: 1616^m System

GENERAL

Sample Rates	44.1 kHz, 48 kHz, 96 kHz, 192 kHz from internal crystal Accepts externally supplied clock from S/PDIF or ADAT
Bit Depth	16 or 24-bits
Hardware DSP	100MIPs custom audio DSP Zero-latency direct hardware monitoring with effects
Converters & OpAmps	ADC - AK5394 (AKM) DAC - CS4398 (Cirrus Logic) OpAmp - NJM2068M, NJM2122, NJM2082 (JRC)
WDM Drivers	Stereo — operational at 44.1kHz, 48kHz, 88.2kHz, 96kHz, 176.4kHz & 192kHz
MicroDock™ Power Use	.32A @ +48VDC 15.4 Watts

ANALOG LINE INPUTS

Type	Servo-balanced, DC-coupled, low-noise input circuitry
Level (software selectable)	Professional: 18 dBV maximum (balanced) Consumer: 6 dBV maximum (unbalanced)
Frequency Response	20 Hz - 20 kHz, +0.0/-0.03 db
THD + N	-110 dB (.0003%) (-1 dBFS, 20kHz BW)
SNR	120 dB (A-weighted, 20kHz BW)
Dynamic Range	120 dB (A-weighted, 20kHz BW)
Channel Crosstalk	-120 dB, (1 kHz)
Common-mode Rejection	-79 dB at 60Hz
Input Impedance	10K ohm

ANALOG LINE OUTPUTS

Type	Balanced, low-noise, 2-pole low-pass differential filter, AC-coupled
Level (software selectable)	Professional: 18 dBV maximum (balanced) Consumer: 6 dBV maximum (unbalanced)
Frequency Response	20 Hz - 20 kHz, +0.0/-0.03 dB
THD + N	-105 dB (.0005%) (-1dBFS, 20kHz BW)
SNR	120 dB (A-weighted, 20kHz BW)
Dynamic Range	120 dB (A-weighted, 20kHz BW)
Stereo Crosstalk	< -115 dB, 1kHz
Output Impedance	560 ohms

Specifications: 1616^m System

MIC PREAMP/LINE INPUT

HI-Z LINE INPUT

Gain Range:	-15 to +51 dB
Max Level:	19 dBV (21.2 dBu)
THD+N:	-105 dB (.00056%), -1 dBFS, 20kHz BW
SNR:	118 dB, (A-weighted, 20kHz BW)
Dynamic Range:	118 dB, (A-weighted, 20kHz BW)
Crosstalk:	Minimum Gain: -140 dB (1kHz) Maximum Gain: -80 dB (1kHz)
Frequency Response:	+0.10/-0.00 dB, 20 Hz - 20 kHz
Input Impedance:	1M ohm
CMRR:	-44 dB (60Hz)

MICROPHONE PREAMP

Gain Range:	-1.3 to +65 dB
Max Level:	-5.6 dBV (7.8 dBu)
THD+N:	Min Gain: -112dB (.00025%), (1kHz, -1 dBFS, 20kHz BW) 40dB Gain: -96dB (.0015%) 60dB Gain: -75dB (.017%)
SNR:	119 dB (A-weighted, min. gain)
Frequency Response:	20 Hz - 20 kHz ± 0.08 dB (20Hz - 20kHz, gain +40dB)
Input Impedance:	1.5 Kohm
CMRR:	-95 dB (60Hz, 35 dB gain, -1 dBFS)
Crosstalk:	-100 dB (1 kHz, 40 dB gain, -1 dBFS)

HEADPHONES

Frequency Response:	+0.0/-0.07 dB, 20 Hz - 20 kHz
THD+N: (1 kHz, max. level)	24 ohm load: -85 dB (0.018%) 600 ohm load: -94 dB (0.002%)
SNR:	118 dB (A-weighted)
Dynamic Range:	118.5 dB (A-weighted)
Stereo Crosstalk:	24 ohm load: < -43 dB (1kHz at 0 dBFS) 600 ohm load: < -100 dB (1kHz at 0 dBFS)
Max Output Power:	100 mW (24 Ω load)
Output Impedance:	22 ohms
Gain Range:	85 dB

Specifications: 1616^m System

CARD HEADPHONE AMP

Frequency Response:	+0.05/-0.0 dB, 20 Hz - 20 kHz
THD+N:	24 ohm load: -80 dB (0.01%) 65 ohm load: -85 dB (0.0056%) 600 ohm load: -96 dB (0.0016%)
SNR:	116 dB (A-weighted, 22kHz BW)
Dynamic Range:	116 dB (A-weighted, 22kHz BW)
Stereo Crosstalk:	-99 dB (1kHz at -1 dBFS, 660 ohm load)
Max Output Power:	50 mW (24Ω load)
Output Impedance:	22 ohms

TURNTABLE INPUT

	RIAA equalized phono input
Frequency Response:	+/-0.5 dB, 50 Hz - 20 kHz
Deviation from RIAA	+0.2/-0.3 dB (50Hz to 15kHz)
THD+N:	-92 dB (.0025%) (20kHz BW, unbalanced)
SNR:	107 dB (A-wt, 20kHz BW)
Stereo Crosstalk:	< -80 dB (1kHz at -1 dBFS)
Maximum Level:	Professional: 60 mV RMS Consumer: 15 mV RMS
Input Capacitance:	220 pF
Input Impedance:	47K ohm

DIGITAL I/O

S/PDIF	<ul style="list-style-type: none">▪ 2 in/2 out coaxial (transformer coupled)▪ 2 in/2 out optical (software switchable with ADAT)▪ AES/EBU or S/PDIF (switchable under software control)
ADAT	<ul style="list-style-type: none">▪ 8 channels, 24-bit @ 44.1/48 kHz▪ 4 channels, 24-bit @ 96 kHz▪ 2 channels, 24-bit @ 192 kHz
MIDI	2 MIDI in, 2 MIDI out

SYNCHRONIZATION

Internal Crystal Sync:	44.1kHz, 48 kHz, 88.2kHz, 96 kHz, 176.4kHz, 192 kHz ADAT, S/PDIF (optical or coaxial)
RMS JITTER @ 44.1K (Measured via Audio Precision 2)	SRSync SourceRMS jitter in picoseconds 44.1 kHz internal Crystal 596ps 44.1 kHz Optical Input 795ps

Specifications: 1616 System

GENERAL

Sample Rates	44.1 kHz, 48 kHz, 88.2kHz, 96 kHz, 176.4kHz & 192 kHz from internal crystal. Accepts externally supplied clock from S/PDIF or ADAT
Bit Depth	16 or 24-bits
Hardware DSP	100MIPs custom audio DSP Zero-latency direct hardware monitoring with effects
Converters & OpAmps	ADC - PCM1804 (TI) DAC - CS4392 (Cirrus Logic) OpAmp - NJM2068M, NJM2122, NJM2082 (JRC)
WDM Drivers	Stereo — operational at 44.1kHz, 48kHz, 88.2kHz, 96kHz, 176.4kHz & 192kHz
MicroDock Power Use	.20A @ +48VDC 10 Watts

ANALOG LINE INPUTS

Type	Servo-balanced, DC-coupled, low-noise input circuitry
Level (software selectable)	Professional: 18 dBV maximum (balanced) Consumer: 6 dBV maximum (unbalanced)
Frequency Response	20 Hz - 20 kHz, +0.05/-0.05 db
THD + N	-102 dB (.0007%) -1 dBFS, 20kHz BW
SNR	110 dB (A-weighted, 20kHz BW)
Dynamic Range	110 dB (A-weighted, 20kHz SPCL)
Channel Crosstalk	< -120 dB, (1 kHz)
Common-mode Rejection	-50 dB at 60Hz
Input Impedance	10K ohm

ANALOG LINE OUTPUTS

Type	Balanced, low-noise, 2-pole low-pass differential filter, AC-coupled
Level (software selectable)	Professional: 18 dBV maximum (balanced) Consumer: 6 dBV maximum (unbalanced)
Frequency Response	20 Hz - 20 kHz, +0.0/-0.08 dB
THD + N	-98 dB (.0012%) (-1 dBFS, 20kHz BW)
SNR	112 dB (A-weighted, 20kHz BW SPCL)
Dynamic Range	112 dB (A-weighted, 20kHz SPCL)
Stereo Crosstalk	< -115 dB, 1kHz
Output Impedance	560 ohms

Specifications: 1616 System

MIC PREAMP/LINE INPUT

HI-Z LINE INPUT

Gain Range:	-15 dB to +51 dB
Max Level:	19.5 dBV
THD+N:	-101 dB (.0009%), -1 dBFS, 20kHz BW
SNR:	110 dB, (A-weighted, 20kHz BW)
Dynamic Range:	110 dB, (A-weighted, 20kHz BW)
Crosstalk:	Minimum Gain: -140 dB (1kHz) Maximum Gain: -80 dB (1kHz)
Frequency Response:	+0.0/-0.06 dB, 20 Hz - 20 kHz
Input Impedance:	1M ohm
CMRR:	-75 dB (60Hz)

MICROPHONE PREAMP

Gain Range:	-2 dB to +64 dB
Max Level:	-6.5 dBV
THD+N:	Min Gain: -102 dB (.0008%), (1kHz, -1 dBFS, 20kHz BW) 40dB Gain: -91 dB (.0029%) 60dB Gain: -69 dB (.035%)
SNR:	110 dB (A-weighted, min. gain)
Frequency Response:	20 Hz - 20 kHz ± 0.08 dB (20Hz - 20kHz, gain +40dB)
Input Impedance:	1.5 Kohm
CMRR:	-67 dB (60Hz, 35 dB gain, -1 dBFS)
Crosstalk:	-100 dB (1 kHz, 40 dB gain, -1 dBFS)

HEADPHONE AMP

Frequency Response:	+0.0/-0.07 dB, 20 Hz - 20 kHz
THD+N: (1 kHz, max. level)	24 ohm load: -80 dB (0.01%) 600 ohm load: -94 dB (0.002%)
SNR:	112 dB (A-weighted, 20kHz BW)
Dynamic Range:	112 dB (A-weighted, 20kHz BW)
Stereo Crosstalk:	24 ohm load: < -43 dB (1kHz at 0 dBFS) 600 ohm load: < -90 dB (1kHz at 0 dBFS)
Max Output Power:	100 mW (24 Ω load)
Output Impedance:	22 ohms
Gain Range:	85 dB

Specifications: 1616 System

CARD HEADPHONE AMP

Frequency Response:	+0.05/-0.0 dB, 20 Hz - 20 kHz
THD+N:	24 ohm load: -80 dB (0.01%) 65 ohm load: -85 dB (0.0056%) 600 ohm load: -96 dB (0.0016%)
SNR:	116 dB (A-weighted, 22kHz BW)
Dynamic Range:	116 dB (A-weighted, 22kHz BW)
Stereo Crosstalk:	-99 dB (1kHz at -1 dBFS, 660 ohm load)
Max Output Power:	50 mW (24Ω load)
Output Impedance:	22 ohms

TURNTABLE INPUT

	RIAA equalized phono input
Frequency Response:	+/-0.5 dB, 50 Hz - 20 kHz
Deviation from RIAA	+0.2/-0.3 dB (50Hz to 15kHz)
THD+N:	-90 dB (.003%) (20kHz BW, unbalanced)
SNR:	96 dB (A-wt, 20kHz BW)
Stereo Crosstalk:	< -80 dB (1kHz at -1 dBFS)
Maximum Level:	Professional: 60 mV RMS Consumer: 15 mV RMS

DIGITAL I/O

S/PDIF	<ul style="list-style-type: none"> ▪ 2 in/2 out coaxial (transformer coupled) ▪ 2 in/2 out optical (software switchable with ADAT) ▪ AES/EBU or S/PDIF (switchable under software control)
ADAT	<ul style="list-style-type: none"> ▪ 8 channels, 24-bit @ 44.1/48 kHz ▪ 4 channels, 24-bit @ 96 kHz ▪ 2 channels, 24-bit @ 192 kHz
MIDI	2 MIDI in, 2 MIDI out

SYNCHRONIZATION

Internal Crystal Sync:	44.1kHz, 48 kHz, 88.2kHz, 96 kHz, 176.4kHz, 192 kHz ADAT, S/PDIF (optical or coaxial)
RMS JITTER @ 44.1K (Measured via Audio Precision 2)	SRSync SourceRMS jitter in picoseconds 44.1 kHz internal Crystal 596ps 44.1 kHz Optical Input 795ps

Dimensions & Weight

MICRODOCK

MicroDock Weight: 2.27 lb / 1.03 kg

Dimensions: **W:** 7.25" **H:** 1.625" **L:** 7.75"
W: 184 mm **H:** 41 mm **L:** 196 mm

02 CardBus Card

Weight: 0.095 lb / 0.043 kg

Dimensions: **W:** 2.125" **H:** .5625" **L:** 4.675"
W: 54 mm **H:** 14 mm **L:** 117 mm

Internet References

The internet contains vast resources for the computer musician. A few useful sites are listed here, but there are plenty more. Check it out.

Software Updates, Tips & Tutorials.....	http://www.emu.com
Setting up a PC for Digital Audio	http://www.musicxp.net
MIDI Basics	Search for "MIDI Basics" (many sites)
MIDI & Audio Recording	http://www.midiworld.com
MIDI & Audio Recording	http://www.synthzone.com
ASIO, Cubase & Digital Audio.....	http://www.steinberg.net
Cubase Users Group	http://www.groups.yahoo.com/group/cubase/messages

Forums

Unofficial E-MU Forum	http://www.productionforums.com/emu/
KVR Forum	http://www.kvr-vst.com/forum/
Driver Heaven Forum	http://www.driverheaven.net/search.php?s
MIDI Addict Forum.....	http://forum.midiaddict.com/search.php
Home Recording Forum	http://homerecording.com/bbs/search.php?s=d866b60193933eb726660e7bd90dfb27
Sound-On-Sound Forum	http://sound-on-sound.com/forum/
Studio-Central Cafe Forum	http://studio-central.com/phpbb/search.php
Sound Card Benchmarking	http://audio.rightmark.org

Declaration of Conformity

Trade Name:	E-MU Systems
Model No.:	EM8850 EM8870 EM8871
Responsible Party:	E-MU Systems
Address:	1500 Green Hills Road, Scotts Valley, CA 95066 U.S.A.

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

CAUTION

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

Note:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

The supplied interface cables must be used with the equipment in order to comply with the limits for a digital device pursuant to Subpart B of Part 15 of FCC Rules.

Compliance Information

United States Compliance Information

FCC Part 15 Subpart B Class B using:

CISPR 22 (1997) Class B

ANSI C63.4 (1992) method

FCC Site No.90479

Canada Compliance Information

ICES-0003 Class B using:

CISPR 22 (1997) Class B

ANSI C63.4 (1992) method

Industry of Canada File No.IC 3171-B

European Union Compliance Information

EN55024 (1998)

EN55022 (1998) Class B

EN61000-3-2 (2001)

EN61000-3-3 (1995 w/A1:98)

Australia/New Zealand Compliance Information

AS/NZS 3548(1995 w/A1 & A2:97) Class B

EN55022 (1998) Class B

Japan Compliance Information

VCCI (April 2000) Class B using:

CISPR 22(1997) Class B

VCCI Acceptance Nos. R-1233 & C-1297

Attention for the Customers in Europe

This product has been tested and found compliant with the limits set out in the EMC Directive for using connection cables shorter than 3 meters (9.8 feet).

Notice

If static electricity or electromagnetism causes data transfer to discontinue midway (fail), restart the application or disconnect and connect the Firewire cable again.

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